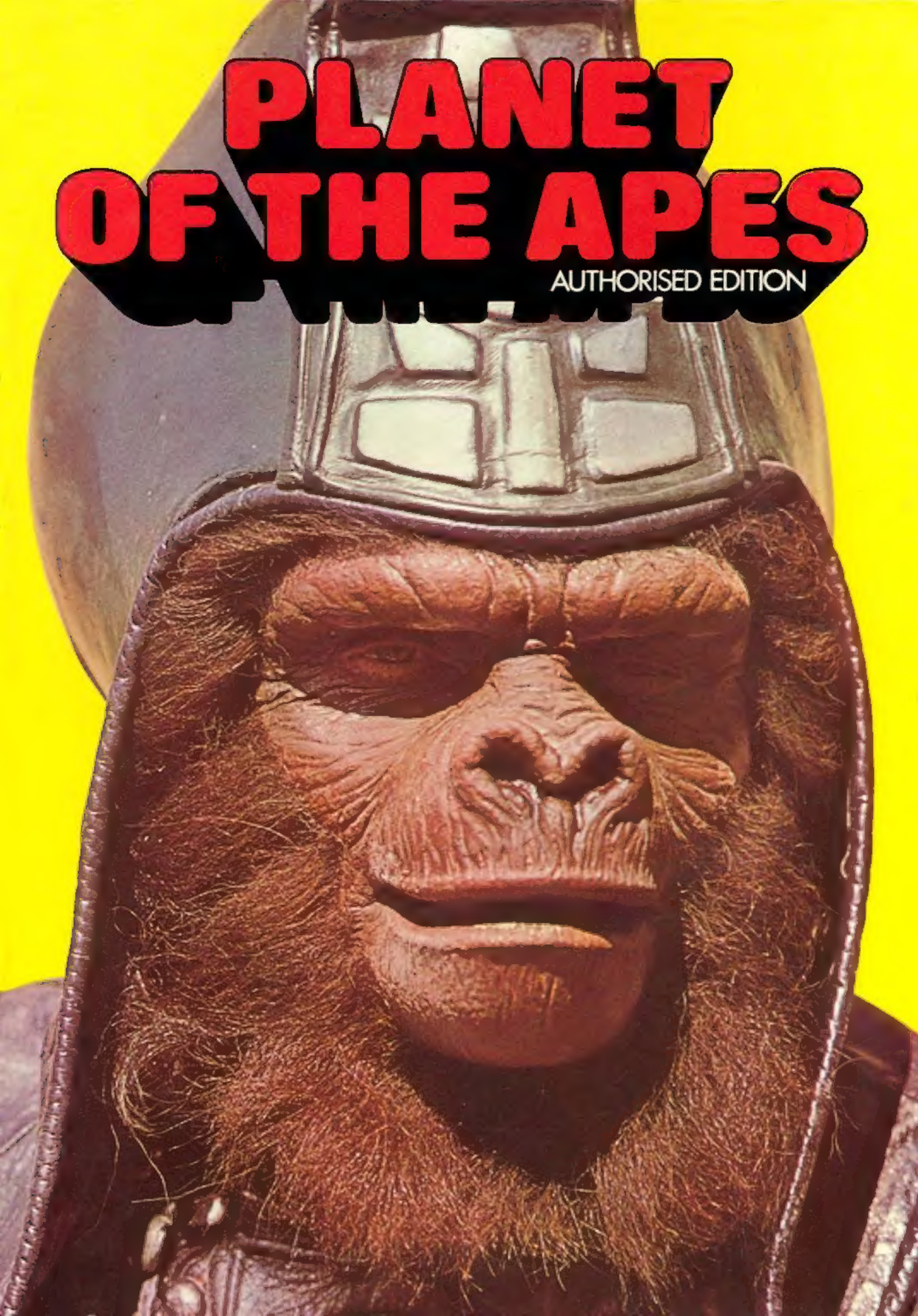
# PLANET OF THE APES

AUTHORISED EDITION



# PLANET OF THE APES

AUTHORISED EDITION

*BROWN WATSON*
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95p

# PLANET OF THE APES

# IN THE BEGINNING

A planet ruled by apes, who think, talk and act in many ways like human beings . . . one of the most original concepts in screen history, both in films and on television. But how did this staggering idea come about? For the answer to that, we must look to another field of artistic creation . . . the writing of books . . .

The idea first took shape in the fertile brain of a French novelist, Pierre Boulle. Already famous for writing another classic novel, *The Bridge on the River Kwai*, which was also made into a great film, Boulle wrote a science fiction novel called *Monkey Planet*. And that's where the whole thing took off . . .

After *Bridge on the River Kwai*, anything that Boulle wrote would be looked at with interest by film producers, and *Monkey Planet* was no exception. Warner Brothers were the first company to think about filming the story, but somehow the idea slipped through their fingers and wound up at Twentieth Century Fox.

The producer for the first film, and the four following it, was Arthur P. Jacobs, whose Apjac Productions company produced the films for Fox. Jacobs' first task was to get a screenplay written, adapting the novel to the screen, and for the task he chose Michael Wilson and Rod Serling. He couldn't have chosen better, for Ser-

ling was already famous for his television science fiction series, *The Twilight Zone*. As a result, *Monkey Planet* was transformed into *Planet of the Apes*.

Naturally, when Fox announced that they had scheduled *Planet of the Apes* for production, everyone wondered just how they would solve the tremendous make-up problems. And it took quite a while to get right, but you can read how John Chambers, the creative make-up genius, solved the problem, later on in the book.

Similar problems arose with building the sets, for the apes' world had to be convincing and life-like, yet totally different from our own. Originally, it had been intended to make the world of the future very much more like our own, with apes driving automobiles and living in a city very much like the present day, with dance halls, sports centres, and so on. But this was dropped in favour of the more primitive look that was finally seen in the film, which not only made things more believable, but cut the cost of the film in half!

Even so, a lot of work did have to be done. The ape town, which looked the most complex of all the sets on the screen, was one of the easiest to build, being constructed out of polyurethane foam, which, when shot from a foam gun, sets hard within ten minutes. And the seven-foot vegetation that the astronauts had to wander through was actually grown in time for the shooting. It was a special fast-growing species of maize, which was raised in only six weeks, to give the special jungle vegetation effect.

And there was more to be done. A man-made pool had to be built for the astronauts to be seen swimming in, and locations had to be found. The film company even got special permission to film on location a Government top security area when they needed to show the spaceship that had crash-landed in a lake. There were desert locations to find, and so on . . .

Continued Overleaf

Then there was the matter of casting. Edward G. Robinson was one of the first actors to be sat in the make-up chair, though that was in the early-days when the make-up was far from perfect. By the time the difficulties were out of the way, Robinson had moved on too.

Even so, when the film finally started shooting, a major cast had been assembled. Charlton Heston, star of such major epics as *Ben Hur* and *El Cid*, was selected to play Taylor, the fugitive astronaut. Kim Hunter, an American actress of considerable experience, played the scientist chimp, Zira, while Roddy McDowall made his first ape appearance as her husband, Cornelius. Shakespearean actor Maurice Evans played the part of Zaius.

The film was released in 1968, and was an instant smash hit . . . so much so that a sequel was soon in production. *Beneath the Planet of the Apes* was another moneyspinner, so that was followed by *Escape from the Planet of the Apes*. The series was still holding up well, so a fourth film was produced, *Conquest of the Planet of the Apes*. Finally, there was *Battle for the Planet of the Apes*, and the series came to an end . . . in the cinema, at least.

But the story didn't end there. Three of the films were shown on American television, and they were a runaway success. The ratings for the films' television audiences were enormous, and the executives at Twentieth Century Fox knew that the saga of the apes was by no means over. If that many people would watch the three films, the same people would watch further adventures every week. So confident were they at Fox, that they didn't even bother with a trial 'pilot' episode. Instead, they went straight into production of a twenty-four episode series . . .

The only surviving actor from the films is Roddy McDowall, who appeared in all of them except *Beneath the Planet of the Apes*. And while it's acknowledged in the series that other astronauts have landed on the planet of the apes, two new characters have been added to take the place of the old Charlton Heston role. Another change in format is that the human inhabitants of the future can now talk. This was done to allow more flexibility in the story plots, and to allow the possibility of roles for guest-stars.

The executive producer of the television series is Herbert Hirschman, who brings vast experience to his job, having been active in television since 1948. He has directed and produced countless shows, and received many awards for his excellent work.

Actual producer of the series is Stan Hough, who was the head of the production department at Twentieth Century Fox, but has recently turned his hand to the personal supervision given by a producer. He produced the film *Emperor of the North*, and after producing a well-received television film, was given the job on *Planet of the Apes*.

So, as you see, the Apes are still in safe hands. They've been around a long time already, and with the production and acting talent concentrated into the television series, it looks like they could be around for a long time to come!

# PLA

# NET OF THE APES

***Planet of the Apes*** **was quite a milestone in the history of film-making, and it's because of its amazing success that we enjoy the television series today. There have been changes made to adapt the idea to television, of course, the most notable being that in the film the humans could not speak. But just what did happen in that first classic film? Here's the story . . .**

In suspended animation, a group of astronauts were hurtling through space on a long and arduous mission. Suddenly and unexpectedly awoken, the group's leader, George Taylor, discovered that the ship was in trouble . . . big trouble. They had been drawn into a space-warp, the ship's instruments had broken down completely, and now they were being hurled toward an

unknown planet at high speed. They would be burned to a crisp, unless . . . Taylor managed to wrestle with the controls and extend the ship's wings. The ship plunged down to land in a shallow lake.

As Taylor and his companions, Landon and Dodge, prepared to leave the ship, they discovered another disaster. The fourth member of the crew, the only woman aboard, was dead. There was nothing they could do but leave her, and paddle their way to shore.

Having no idea where they were, the three astronauts were just pleased to be alive, but after a while they began to explore this strange new planet. They ran into a group of humans, but found them dumb, poorly dressed and seemingly stupid. Even so, they were companions . . .

However, their time with the humans wasn't to last long. There was a thundering of hooves, a cracking of rifles, and the humans started to flee. Confused, the astronauts looked round and saw apes on horseback, hunting the humans, killing or capturing them like animals.

As the apes closed in, the three astronauts were separated. Taylor, wounded in the throat, was captured and taken to an animal hospital, where, after primitive medical attention, he was locked up with other human captives. Later, he learned of the horrible fate of his companions. Dodge had been mortally wounded in the hunt, and Landon had been experimented upon, a process which left him little more than a mindless zombie.

Taylor's wound left him temporarily mute, like the other captive humans, and he was amazed to discover that this planet was dominated by intelligent apes, while humans were feared as beasts of prey, for they were the only creatures known to war on its own kind.

Taylor was put in a cell with a young woman, who, though she couldn't speak, he decided to call 'Nova'. But eventually, both of them were dragged to a laboratory for medical experiments. As the two chimps, Doctor Zira and her husband, Cornelius, who was also an archaeologist, prepared for the operation, Taylor tried desperately to tell them that he was different, that he was an intelligent human. But his wounded throat would produce no more than some meaningless gurgles.

Even so, it was enough to make Zira notice him, and he was able to convince them by signs and gestures of his intelligence . . . even that he could speak, read and write. The experiment was called off.

The two chimps, still unable to believe what they had discovered, reported their discovery to Zaius, the old Orangutan who was one of the chiefs of State. But Zaius discouraged their interest, and turned them down when they applied for permission to carry out a series of behavioural tests with Taylor. Although Zaius went along with the general opinion that apes developed from some lower creature like the human, he refused to believe that anything could be discovered about ape behaviour by studying man. Humans are merely a nuisance, and their numbers have to be controlled. Zaius was in favour of another experiment, which would turn Taylor into a zombie like Landon.

Zira and Cornelius did all they could to forestall Zaius's plan, but they knew that it couldn't be put off indefinitely. Both the chimps and the man knew that there was only one way to save Taylor's life . . . he would have to escape.

But Taylor was too impatient to wait for Zira and Cornelius to form a plan. Instead, he seized the first opportunity he could to break free from his gorilla guard, and fled. But he was in the centre of the city, and no matter which way he turned there were apes . . . females and young ones fleeing from the dangerous 'beast', males trying to subdue him. Finally, Taylor was surrounded by nets and rifles, and as they dragged him away he screamed at them, and found that he could once again form words . . .

"Get your filthy paws off me!"

The effect on the apes was shattering. An intelligent human, who could speak and argue, threatened their whole society and way of thinking. Zaius knew that he would have to be got rid of.

But Zira and Cornelius were respected scientists, and Taylor was no ordinary human. A trial was arranged to examine the case, but Taylor was kept bound and gagged throughout, unable to plead his own case. The result was inevitable. Taylor was sentenced to destruction . . .

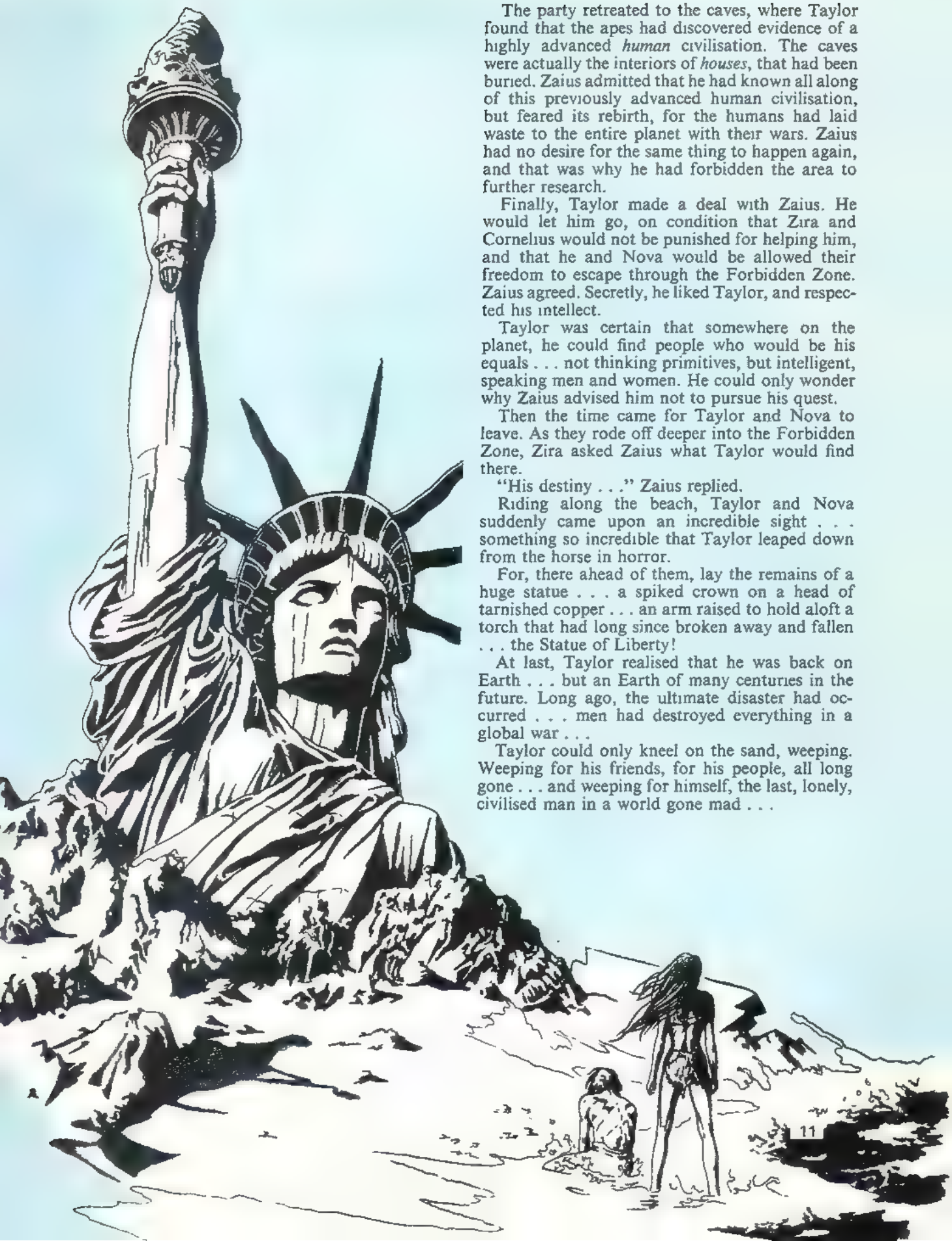
Now Zira and Cornelius realised they must engineer Taylor's escape, and quickly. Cornelius managed to momentarily back the gorilla guard against the bars, and Taylor's steely arms locked round his throat. Taking the keys, Cornelius soon had Taylor free, and his cell-mate, Nova, was only too pleased to go with him.

Zira waited outside with a covered wagon, and her nephew, Lucius, kept lookout. With Taylor and Nova hiding in the back of the wagon, the party set off down the coast. They all knew that Zaius's police would soon be after them, and they needed somewhere where they could hide. The place had to be defensible, too, for Zira and Cornelius knew there was no going back. They had now become outlaws . . .

Suddenly, Cornelius remembered the caves where he had done some archaeological work. The caves were in the Forbidden Zone, and Zaius had suddenly ordered the excavation to be stopped. They sped toward the site, which could only be reached from a narrow road by the sea.

Then they heard hoofbeats, as hordes of gorilla police, led by Zaius himself, rode hard in pursuit. As the road narrowed even more, they saw one chance. The apes would have to come through the narrow ravine in single file, and from the rocks above, Taylor and Cornelius might be able to pick them off with their rifles.

Then, a stroke of luck. Zaius was the first rider into the defile. As Taylor pointed his rifle, Zaius meekly raised his hands and surrendered. Now they had something to bargain with. The gorillas were ordered to retreat.



The party retreated to the caves, where Taylor found that the apes had discovered evidence of a highly advanced *human* civilisation. The caves were actually the interiors of *houses*, that had been buried. Zaius admitted that he had known all along of this previously advanced human civilisation, but feared its rebirth, for the humans had laid waste to the entire planet with their wars. Zaius had no desire for the same thing to happen again, and that was why he had forbidden the area to further research.

Finally, Taylor made a deal with Zaius. He would let him go, on condition that Zira and Cornelius would not be punished for helping him, and that he and Nova would be allowed their freedom to escape through the Forbidden Zone. Zaius agreed. Secretly, he liked Taylor, and respected his intellect.

Taylor was certain that somewhere on the planet, he could find people who would be his equals . . . not thinking primitives, but intelligent, speaking men and women. He could only wonder why Zaius advised him not to pursue his quest.

Then the time came for Taylor and Nova to leave. As they rode off deeper into the Forbidden Zone, Zira asked Zaius what Taylor would find there.

"His destiny . . ." Zaius replied.

Riding along the beach, Taylor and Nova suddenly came upon an incredible sight . . . something so incredible that Taylor leaped down from the horse in horror.

For, there ahead of them, lay the remains of a huge statue . . . a spiked crown on a head of tarnished copper . . . an arm raised to hold aloft a torch that had long since broken away and fallen . . . the Statue of Liberty!

At last, Taylor realised that he was back on Earth . . . but an Earth of many centuries in the future. Long ago, the ultimate disaster had occurred . . . men had destroyed everything in a global war . . .

Taylor could only kneel on the sand, weeping. Weeping for his friends, for his people, all long gone . . . and weeping for himself, the last, lonely, civilised man in a world gone mad . . .

# PLANET OF THE APES INTR

PETE BURKE PLAYED BY JAMES NAUGHTON

GALEN PLAYED B

# ODUCING THE CHARACTERS

*continued overleaf*

*RODDY McDOWALL*

*ALAN VIRDON PLAYED BY RON HARPER*

Although the Ape make-up is the hit of the year, there's a lot more that goes into the making of a successful television series than that For instance, any acting role is challenging enough, but to have to express oneself through complicated ape make-up requires talent of a very special sort Fortunately, there's a wealth of acting experience in the *Apes* series, so now we'll take you behind the ape make-up and the astronaut suits, giving you a chance to meet the characters and the actors who bring them to life . . .

The major part in the series is, of course, Galen, the young chimpanzee who befriends two human astronauts who have slipped through a time warp while on a routine space mission. But by this friendship, Galen becomes a renegade, constantly on the run with his human friends

Galen is played by Roddy McDowall, and it would be hard to think of a way in which his performance could be bettered Roddy appeared in four of the five *Apes* feature films, and would have been in the other one as well if he hadn't been directing a movie in London at the time By now, he's the recognised master of the ape role, having studied real apes in zoos, watching their facial reactions, body positions, ways of moving and running, and so on, Added to this is the experience of a long career in films, that started when he was eight years old. Since then, he has appeared in more than eighty movies.

Born in London, it was as a child star that Roddy first went to Hollywood, where he appeared in such films as *Lassie. Come Home* and *My Friend Flicka.* But as he grew up, he was presented with more challenging roles, and even became associate producer on a few films while still a young man.

But in 1953 he forsook Hollywood for the stage, where he also made a big impression, eventually being invited to play a role in 'Julius Ceasar' at the American Shakespeare Festival. He also took up still photography, and proved himself so good with photographic layouts that his work appeared in several leading magazines throughout the United States and Europe.

Eventually, though, he returned to Hollywood, where he made many more films, including the *Apes* series. He also went into television, where he won an Emmy award (television's equivalent of the Oscar) as best supporting actor. He guest starred in most of the major television series, and also appeared in several one-performance 'Specials'

Though he's only forty-two, Roddy seems to have covered almost every acting angle there is. Only one thing remained to be achieved . . . a regular leading role in a major television series. And now, with *Planet of the Apes*, even that ambition has been fulfilled!

Next in importance are the two astronauts themselves, Alan Virdon and Pete Burke. Having arrived back on earth, two thousand years in the future, they alone among the humans know that there was once an advanced human civilisation

*Roddy McDowall is the only actor who has appeared in all the 'Ape' films as well as starring in the present TV series.*

*ZAIUS PLAYED BY BOOTH COLMAN*

on the planet, destroyed by war long before the apes rose to prominence. Because the apes fear the rebirth of such a civilisation, the astronauts and Galen are hunted day and night . . .

Alan Virdon, the blond astronaut and the more serious of the pair, is played by Ron Harper. Born in Turtle Creek, Pennsylvania, he graduated from Princeton University, but turned down a fellowship to the Harvard Law School in order to become an actor. He appeared in a few television drama shows, but was then called up for service in the U.S. Navy.

The break to serve his time in the Navy might have affected his career, but Ron bounced back on to the stage. And he came back well, eventually reaching that pinnacle of an American stage career, an appearance in a play on Broadway . . . two plays, in fact!

Then it was back to television, guest starring on several shows, and playing as a regular in others, like *87th Precinct* and *Garrison's Gorillas*, although the latter hardly had anything to do with apes!

Recently married, Ron lives in New York when he's not required in Hollywood, and paints, plays tennis, sails and rides horses in his spare time. Though with the success of *Planet of the Apes*, we wouldn't think he has too much spare time at the moment!

Pete Burke, Virdon's dark-haired, wise-cracking companion, is played by James Naughton. His first professional acting part was in an off-Broadway production of *A Long Day's Journey into Night*, and by the end of the season, he found

*continued overleaf*

URKO PLAYED BY MARK LENARD

himself receiving three of the New York stage's highest awards for his acting, "The Theatre World Award", "The Vernon Rice Award", and the "New York Drama Critics' Most Promising Actor" award. He says himself, "It's the closest to starting at the top that I've known." And he's not kidding!

Born in Middletown, Connecticut, James first studied to be a medical student, then decided to switch to acting, attending Yale Drama School. Unlike Ron Harper, Jame's major successes have been mainly on the stage, rather than in television. In 1972, he travelled to the Edinburgh Festival, to give more stage performances. Later, he appeared in a feature film, *The Paper Chase*. His brother, David, is also an aspiring actor, and is currently studying in London.

Married with two children, James' chief diversions are playing tennis and riding his motorcycle through the hills and canyons of Southern California . . . probably covering much the same territory as he does on foot each week in *Planet of the Apes*!

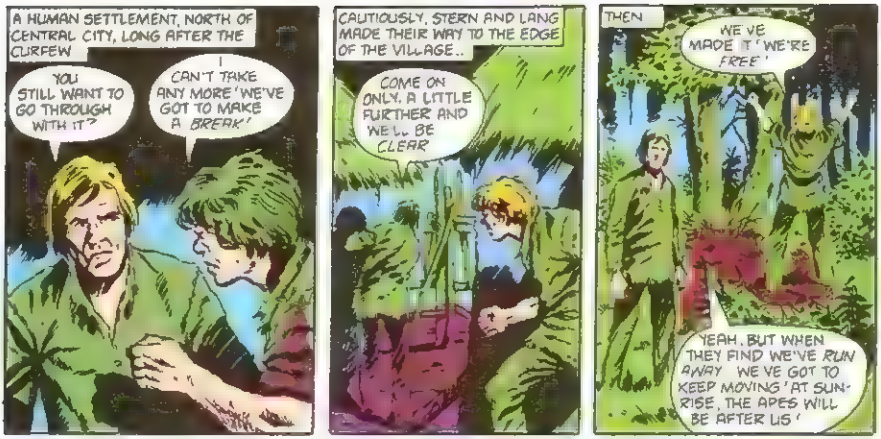
The other humans in the series are the inferior inhabitants of the Inner Zone (the centre of the Ape world), and their jobs are those of minor clerks, servants, labourers and slaves. The apes themselves fall into three classes. There are Chimpanzees, who are the intelligent ones . . . the scientists, scholars and minor administrators . . . as well as being farmers and so on.

The Gorillas are the enforcers, savagest by far of the apes, who are employed as policemen, soldiers and hunters. When there are punishments to be inflicted or enemies of the state to be guarded against, the gorillas take the necessary action. Lastly, there are the Orangutans, who find themselves the ruling class, serving as Judges, ministers and major administrators.

Urko is the leader of the gorillas, savage in his devotion to duty, filled with a venomous hatred for the astronauts and Galen. He is played by Mark Lenard. In a long theatrical career, he's played almost everything, from classical roles to comedy, and has also made numerous television appearances. His most notable role was as a co-star in an American series called *Here Come The Brides*.

Zaius is the wise old leader of the Orangutans, and the leader of the apes' council. Galen once worked for him before going on the run with his human friends. Zaius is played by Booth Colman, who also has an impressive Broadway stage career behind him, having appeared with such well-known stage stars as Noel Coward, Basil Rathbone and Fredric March. His major successes were in *The Andersonville Trial* and *Inherit the Wind*.

Of course, there are a lot more people involved in the series than the actors . . . producers, directors, cameramen, make-up crew, and so on. But when they're put together with an array of acting talent like that, the result is sure to be a winner. And *Planet of the Apes* certainly is that!


A HUMAN SETTLEMENT, NORTH OF CENTRAL CITY, LONG AFTER THE CURFEW
YOU STILL WANT TO GO THROUGH WITH IT?
I CAN'T TAKE ANY MORE! WE'VE GOT TO MAKE A BREAK!
CAUTIOUSLY, STERN AND LANG MADE THEIR WAY TO THE EDGE OF THE VILLAGE..
COME ON ONLY A LITTLE FURTHER AND WE'LL BE CLEAR
THEN
WE'VE MADE IT! WE'RE FREE!
YEAH. BUT WHEN THEY FIND WE'VE RUN AWAY WE'VE GOT TO KEEP MOVING! AT SUNRISE, THE APES WILL BE AFTER US!

THE SUN ALSO ROSE ON THREE MORE FUGITIVES.. THE ASTRONAUTS ALAN VIRDON AND PETE BURKE, AND THEIR APE FRIEND GALEN..
FOOTPRINTS. SOMEONE ELSE USES THIS AS A WATERING PLACE
THERE'S PROBABLY A SETTLEMENT NEARBY GALEN! WE'RE MOVING OUT!
I'M STILL THIRSTY! I'LL CATCH YOU UP!
JOURNEY INTO TERROR

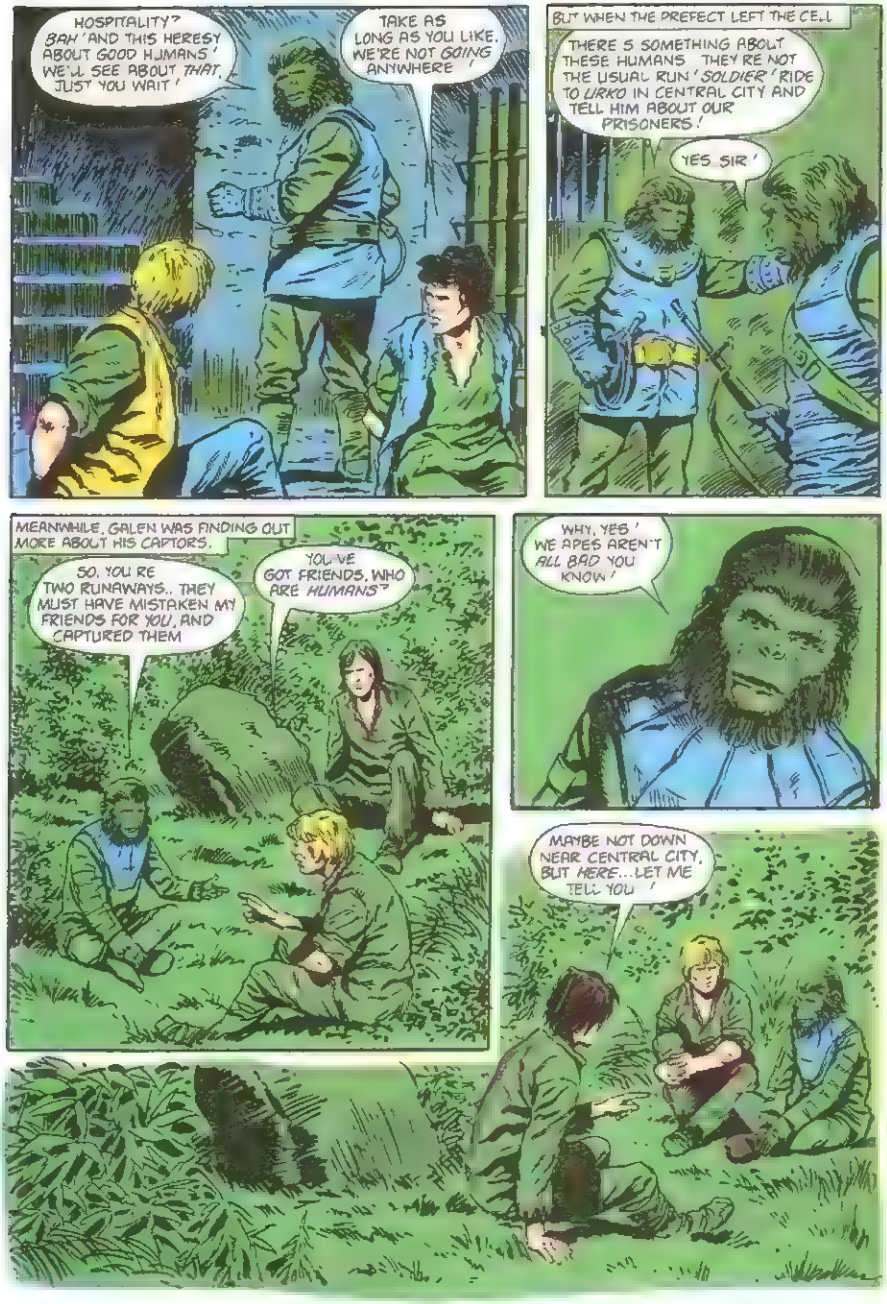
AS THE TWO MEN STARTED OUT
SOMETIME, WE'RE GOING TO HAVE TO STOP MOVING
AND LIVE AS SERVANTS TO THE APES? NO WAY!
SOMEWHERE IN THIS CRAZY WORLD, THERE'S GOT TO BE AN ADVANCED HUMAN CIVILIZATION! SOMEONE WHO CAN GET US BACK TO OUR OWN TIME!
IT'S A SLIM CHANCE.
AND THE CHANCES WERE GETTING SLIMMER
WHA... LOOK!

APES! AND THEY'VE SEEN US!
RUN FOR IT! TRY TO LOSE THEM IN THE GRASS...!
BUT IT WAS ALREADY TOO LATE FOR THAT..
A NET! THEY'VE GOT US!

GALEN, HEARING THE DISTURBANCE, HURRIED TO CATCH UP, BUT
GORILLA SOLDIERS! AND THEY'VE CAPTURED MY FRIENDS. IT'S TOO LATE TO SAVE THEM
BURKE AND VIRDON WERE LED AWAY
WE MUST BE GETTING FAMOUS, PETE! I THOUGHT WE WERE TOO FAR FROM CENTRAL CITY TO STILL BE WANTED
AT LEAST THEY DIDN'T GET GALEN.
SOON, THE TWO ASTRONAUTS GOT THEIR FIRST VIEW OF THE VILLAGE...
IN THE CELLS AGAIN! LET'S HOPE THESE ARE CLEAN, AT LEAST
NO TALKING! YOU CAN SAY YOUR PIECE TO THE PREFECT.
SHORTLY AFTERWARDS..
SO, YOU'VE CAUGHT THEM! WELL DONE, CAPTAIN!
ONE MOMENT, PREFECT! THESE AREN'T MY HUMANS... YOUR SOLDIER MUST HAVE CAUGHT A COUPLE OF STRAYS!
STRAYS? WELL, I'M SORRY, PREFECT... THESE HUMANS ALL LOOK THE SAME TO ME!

'YOU'LL HAVE TO CONTINUE THE SEARCH, CAPTAIN ' MEANWHILE, TAKE THESE ANIMALS AWAY AND PUT THEM IN A CELL TILL WE DECIDE WHAT TO DO WITH THEM.'
'HEY' WE HAVEN'T DONE ANYTHING 'YOU CAN'T LOCK US UP FOR NOTHING!'
MEANWHILE, NOT TOO FAR FROM THE VILLAGE
I MUST FIND SOME WAY OF RESCUING THEM ' BUT HOW? OH IF ONLY I WERE A GORILLA!'
GALEN, ENGROSSED, DID NOT THINK TO WALK ROUND THE THICKET IN HIS PATH, AND.
'HEY' IT'S AN APE ' GRAB HIM'
HUH?
BEFORE GALEN COULD GET AWAY.
I'M NOT GOING BACK! I'LL KILL HIM FIRST'
GET OFF ' GET OFF'! WON'T HARM YOU'
GALEN COULD FIND NO ESCAPE
I'LL TEAR HIM APART ' THOSE APES HAVE TOO MUCH TO PAY FOR.'
NO, WAIT.' HE COULD BE USEFUL... WE MIGHT NEED A HOSTAGE'

MEANWHILE, IN THE VILLAGE PRISON, THE PREFECT BEGAN QUESTIONING HIS NEW PRISONERS
SO, WHERE HAVE YOU RUN AWAY FROM?
WE HAVEN'T RUN FROM ANYWHERE WE'RE FREE MEN!
FREE MEN? WHO EVER HEARD OF... NEXT YOU'LL TELL ME HUMANS ARE AS GOOD AS APES!
THAT'S RIGHT, GORILLA!
LOOK, PREFECT, WE'VE COMMITTED NO CRIMES! LET US GO!
YEAH, BESIDES, YOUR HOSPITALITY STINKS!


HOSPITALITY? BAH! AND THIS HERESY ABOUT GOOD HUMANS! WE'LL SEE ABOUT THAT, JUST YOU WAIT!
TAKE AS LONG AS YOU LIKE. WE'RE NOT GOING ANYWHERE!
BUT WHEN THE PREFECT LEFT THE CELL
THERE'S SOMETHING ABOUT THESE HUMANS. THEY'RE NOT THE USUAL RUN! SOLDIER! RIDE TO URKO IN CENTRAL CITY AND TELL HIM ABOUT OUR PRISONERS!
YES, SIR!
MEANWHILE, GALEN WAS FINDING OUT MORE ABOUT HIS CAPTORS.
SO, YOU'RE TWO RUNAWAYS.. THEY MUST HAVE MISTAKEN MY FRIENDS FOR YOU, AND CAPTURED THEM
YOU'VE GOT FRIENDS, WHO ARE HUMANS?
WHY, YES! WE APES AREN'T ALL BAD YOU KNOW!
MAYBE NOT DOWN NEAR CENTRAL CITY, BUT HERE... LET ME TELL YOU!

"WE'RE LIKE SLAVES. WE WORK FOR THE APES FROM DAWN UNTIL DUSK THERE'S NO LET UP"
YOU'RE SLACKING, HUMAN PIG! HURRY IT UP THERE!
ARARGH!
IF THERE'S ANY TROUBLE WE'RE ALL LOCKED UP IN THE COMPOUND AND KEPT WITHOUT FOOD AND DRINK FOR DAYS
"RUNAWAYS ARE EXECUTED AS A WARNING TO THE OTHERS. WE'VE BEEN LUCKY SO FAR"
THE WHOLE PLACE MUST BE RUN BY GORILLAS! HOW TERRIBLE! BUT, MY FRIENDS!
THEY'LL BE KILLED LIKE THE OTHERS! COME ON, WE'VE GOT TO MOVE ON!
SOMEHOW WE'LL THINK OF A WAY OF HELPING OUR PEOPLE, BUT
I'LL HELP YOU!
YOU'LL HELP US? BUT YOU'RE AN APE!
YES, I'LL HELP BUT YOU'VE GOT TO HELP ME RESCUE MY FRIENDS AS WELL

THAT NIGHT IN THE VILLAGE PRISON
HERE'S YOUR FOOD. HEY! WHERE'S THE OTHER ONE?
HE, UH, WENT OUT TO STRETCH HIS LEGS!
THEN.
MMMMPH!
OOPS! DON'T WANT TO SPILL ANYTHING!
AS THE SOLDIER ENTERED
THIS FOOD'S NO GOOD. TRY IT!
UUURF!
OUTSIDE
HE'S BEEN IN THERE TOO LONG AND IT'S TOO QUIET! I'D BETTER TAKE A LOOK!
SECONDS LATER
COME ON THIS IS THE ONLY CHANCE WE'LL GET

BUT, ROUND THE CORNER
KLANG!
KLANG!
THE PRISONER'S THEY'RE ESCAPING!
HE'S RAISING THE ALARM QUICK! GET HIM!
VIRDON REACHED THE APE FIRST.
NYAAAR!
COME ON, HURRY UP! THERE'LL BE APES ALL OVER..!
BUT
OH-OH!
STAY WHERE YOU ARE, HUMAN!
THERE WOULD BE NO ESCAPE THAT NIGHT
OKAY, FELLAS! WE KNOW WHEN WE'RE LICKED! DON'T GET ROUGH!

MINUTES LATER
TRY ANYTHING ELSE, AND WE WON'T BE SO GENTLE!
OOF! I STILL SAY THEIR HOSPITALITY STINKS!

AS DAWN BROKE, SOME WAY FROM THE VILLAGE
IT'S OBVIOUS WE CAN'T SAVE ANYONE SITTING HERE! WE'LL HAVE TO GO BACK TO THE VILLAGE!
BUT WE'LL BE CAUGHT

AT LAST, GALEN WON HIS ARGUMENT
I JUST WANT TO TAKE A LOOK AT THE PLACE FROM A DISTANCE! WE'LL SEE WHAT CAN BE DONE!

BUT ALREADY THE MESSENGER HAD RETURNED FROM CENTRAL CITY...
URKO SAYS THEY'RE DANGEROUS! TAKE THEM TO HIM... BUT IF THEY EVEN LOOK LIKE ESCAPING, KILL THEM!
I KNOW EXACTLY WHAT URKO MEANS. AND THEY'VE ALREADY TRIED TO ESCAPE!

AND SO
ON YOUR FEET, HUMANS! THE PREFECT HAS A SURPRISE FOR YOU!
DON'T WE EVEN GET ANY BREAKFAST AROUND HERE?

AS THEY MOVED TOWARD THE CENTRE OF THE VILLAGE
LOUSY ROOM SERVICE ! SOONER WE GET OUT OF THIS HOTEL THE BETTER
OH-OH ! I THINK WE'RE GETTING OUT, PETE... PERMANENTLY !
NOT FAR AWAY
QUICK ! THERE MUST BE AN ARMOURY IN THE VILLAGE ! WHERE IS IT ?
IF THOSE ARE YOUR FRIENDS, IT'S ALL OVER ! THE PREFECTS ABOUT TO DO AWAY WITH THEM.
NO ! THERE MUST BE SOME WAY TO SAVE THEM !
WHY YES ! IT'S NEAR THE PREFECT'S HOUSE BUT IT'LL BE GUARDED..!

AS THEY MOVED CLOSER, GALEN EXPLAINED HIS PLAN
IT'S TOO DANGEROUS! HOW DO WE KNOW YOU WON'T BETRAY US?
YOU'LL JUST HAVE TO TRUST ME! BE READY!
SCREWING UP HIS COURAGE, GALEN APPROACHED THE ARMOURY
I'VE JUST SEEN THE ESCAPED HUMANS! WE CAN CATCH THEM! HURRY!
BUT... BUT...!
HESITANTLY, THE GORILLA LEFT HIS POST, AND
GET HIM!
WHA!
GALEN AND HIS COMPANIONS RUSHED INTO THE ARMOURY
WHAT ARE YOU DOING? ISN'T THIS DANGEROUS?
OF COURSE IT'S DANGEROUS! NOW, THERE'S A LAMP IN THE CORRIDOR! GET IT FOR ME!
THEN
THERE! THE POWDER TRAIL'S LIT! NOW, GET OUT OF HERE! QUICK!

THEN, JUST AS TIME SEEMED TO HAVE RUN OUT FOR VIRDON AND BURKE ..
ZAAAAH
VA-BLAAAM
THE ARMOURY! THE ARMOURY'S BLOWN UP!
COME ON! THIS IS OUR ONLY CHANCE!
AS SMOKE SWEPT ACROSS THE VILLAGE, THERE WAS PANIC THEN
HUMANS! NOW'S THE TIME TO THROW OFF THIS TYRANNY! RISE UP AND OVERTHROW THE APES!

THERE WAS A SECOND'S HESITATION, AND THEN .
HE'S RIGHT! ATTACK THEM WE CAN'T TAKE ANY MORE!
IN THE CONFUSION, BURKE AND VIRDON FOUND A FRIEND
GALEN! IT'S YOU!
OF COURSE! DO YOU THINK THESE HUMANS COULD HAVE STARTED THIS? NOW, STAY STILL WHILE I UNTIE YOU!
THE BATTLE RAGED THROUGHOUT THE VILLAGE
FIGHT HARDER! IF WE LOSE, WE'RE ALL DEAD!
AS THE APES, OUTNUMBERED, BEGAN TO FLEE
THIS WAY.. WE'D BETTER KEEP CLEAR OF THE FIGHTING!
BUT THEN, WHEN THEY WERE ALMOST CLEAR
LOOK! AN APE! KILL HIM QUICK!
FORTUNATELY, HELP WAS AT HAND
NO! HE'S A FRIEND! THIS WAS ALL HIS IDEA!
SEE? I TOLD YOU!

THE SURVIVING GORILLA SOLDIERS FLED.
QUICK! MOUNT UP! WE'LL NEED REINFORCEMENTS TO HANDLE THIS!
AT LAST, BURKE AND VIRDON MET THE MEN WHO HAD CAUSED ALL THEIR TROUBLES..
WE'VE DONE IT! WE'RE FREE!
BUT YOU CAN'T STAY HERE IN THE VILLAGE! THE APES WILL BE BACK.. AND THEY WON'T BE IN ANY MOOD FOR MAKING PEACE!
SOON AFTERWARDS.
WHERE WILL YOU GO?
THERE ARE MOUNTAINS TO THE EAST! WE'LL SET UP A VILLAGE THERE, WHERE THE APES CAN'T FIND US!
FURTHER ON, IT WAS TIME TO SPLIT UP.
WON'T YOU COME WITH US? WE NEED GOOD MEN!
NO. WE'VE OTHER THINGS THAT MUST BE DONE! TAKE CARE, FRIEND!
AND SO
I WONDER IF I DID THE RIGHT THING? UNCONTROLLED HUMANS COULD BE DANGEROUS!
AS DANGEROUS AS US? MAN OR APE, GALEN, FREEDOM IS THE IMPORTANT THING! COME ON, WE'VE GOT A LOT OF WALKING TO DO!
THE END.

# A PROMISE KEPT

At a leisurely pace, Galen led the way across the plain, brushing the long grass aside. Alan Virdon brought up the rear, and between them, Pete Burke looked round, admiring the countryside. For an instant, he broke into a whistle, then thought better of it. No point in attracting attention.

Even so, the heat was off for a change. They hadn't run into an ape patrol for several days, and the fugitives were becoming almost used to a carefree existence. For Galen, there was an additional pleasure. They were moving through countryside he knew well, having stayed there for some time before he met the astronauts. Somewhere ahead was a village where he had friends, and he'd discussed the possibility of visiting them with Virdon and Burke. It all depended on the look of the place when they arrived.

At last, the village of Nufort came into view: a small, sleepy hamlet in which thirty or forty apes, mostly farmers, lived peaceful lives. There were no humans here . . . indeed, some of the younger chimps had never ever seen one. Virdon and Burke would be too obvious. If any visiting was to be done, Galen would have to go alone.

"It doesn't look too bad," remarked Virdon, looking ahead. "If you're sure you won't find yourself in trouble . . "

"No, no!" Galen replied. "I'll be all right. You camp in those woods to the north. I'll stay overnight, and bring you some food in the morning . . ."

"Good!" Burke grinned. "Mine's a T-bone steak with all the trimmings . . ."

"T-bone steak?" Galen looked baffled

"Aw, forget it, Galen. Just go and have a good time . . . but be careful!"

With one last, quizzical look, Galen turned and headed toward the village.

Nufort hadn't changed much since he was here last, but even so, he approached cautiously. Waiting in the long grass by the roadside, he searched for a passer-by that he had known previously. At last . . .

"Shako! Over here . . . it's me . . . Galen!"

Shako, a middle-aged chimp, stopped in his tracks, hardly able to believe his ears. He turned toward the voice.

"Galen? Is it really you?"

"Of course it is!" Galen stepped out from the grass to greet his friend.

"But we heard you'd been declared a renegade! Isn't it dangerous for you to be here?"

"Well, yes and no . . . it depends . . . Is Ponar still the village head?"

"Yes, nothing's really changed . . ."

"Good!" Galen started toward the village, and Shako fell in step with him. "Can you take me to him? Now?"

As they walked through the village, Galen's arrival seemed to cause quite a stir. Some of the apes whispered amongst themselves, others, more daring, went so far as to give him a wave. There seemed to be no hostility . . .

Of all the apes in the village, none seemed more surprised to see Galen than Ponar, the old orang who had been elected village leader long ago. In fact, the chimp's arrival seemed to make him quite agitated, though he didn't say why. But there was time enough . . . Galen knew he'd get round to explaining later on . . .

Galen and Ponar talked for a while of the old days when Galen had lived in Nufort, but still the old orang seemed to have something on his mind.

Suddenly, they were interrupted by a pounding on the door, and a guttural voice boomed out:

"Ponar! Ponar! I want to speak to you . . . it's Naten!"

Ponar looked round wildly for a moment, then seemed to regain control. He got up and opened the door a fraction. Naten, a thick set young chimp, forced his way inside, words tumbling from his lips before he had a chance to look round the room.

"They tell me that renegade Galen is here in the village. I . . ."

Naten stopped, as the renegade stared at him inquisitively from across the room. Ponar took the opportunity to usher the newcomer outside The door closed, and Galen could hear raised voices, though he couldn't pick out the words. After a while, Ponar came back in, alone.

"I was afraid of this," he said, tiredly. "You never knew Naten very well, did you? Turned into a bit of a troublemaker since you left, too . . ."

So that was what was worrying Ponar, Galen nodded to himself as the village leader sat down wearily.

"Oh, if only you hadn't come back . . .especially now . . ."

"Now?" Galen had a feeling that things were going to get a lot worse than he had thought.

"Zaius is coming to Nufort tomorrow. He's decided to take a tour round the provinces, and he's coming here. If Naten should . . ."

Ponar didn't have to finish his sentence. Galen saw the danger at once, but his mind also began to race as he thought of the possibilities. If he could just talk to Zaius, let him know why he was still running, perhaps Zaius could do something to call off the hunt. If Naten could just be kept quiet . . .

Galen sat lost in thought for a few minutes, then started to explain his idea to Ponar. The orang looked worried, weighing up the possibilities of trouble against his friendship for Galen.

"It's Naten who's the problem though," he said, finally. "He's a chimp, but he acts more like a gorilla. But we might be able to keep him out of the way until you've said your piece. We'll see what we can do . . ."

* * *

Early next morning, the visiting party were sighted, riding slowly toward the village. There seemed to be about twenty apes in all, and Galen watched them with mingled hope and fear. As they drew nearer, a thrill of horror ran through his entire body, as he recognised the distinctive headgear of the leading gorilla. It was Urko, riding by Zaius' side, and giving directions to the escort of crack gorilla troops.

For a moment, Galen could think of nothing but running away, but he managed to control himself. Ponar had arranged everything, and he couldn't back out now. Galen moved toward his hiding place and prepared to wait.

The visiting party rode into the village square, and Urko sullenly led his troops to one side, preparing for a long wait. It was obvious that he regarded the entire expedition as another whim of Zaius', a boring duty that took him away from his soldiering.

Zaius, meanwhile, had dismounted and was greeting Ponar and the other village elders. As Urko watched, testily, Ponar started the conducted tour of the village.

"This is the village armoury," said Ponar, ushering Zaius toward a solidly built hut. "If you'd care to take a look inside, you'll see we're well prepared for trouble . . ."

Zaius wasn't interested in weapons, frankly, but he knew that tours of inspection had to be carried out. He stepped into the hut and started to look round. This wouldn't take long, he thought . . . racks of rifles, a work bench or two . . . nothing special.

"Zaius!" A whisper came from somewhere. Zaius looked round, but found himself seemingly alone. Ponar had apparently slipped out, silently closing the door.

"Zaius! Sir!"

The whisper was louder now, more urgent. His curiosity arroused, Zaius moved toward the rear of the armoury. A figure stepped from the shadows.

"Galen! I never expected to see you again . . . at least, not free . . ."

Zaius, shocked, seemed almost on the point of falling down. He grasped the bench-top, and Galen moved rapidly to his side.

"Are you all right, sir? I'm sorry if I startled you, but I had to talk to you . . "

"I ought to report you to Urko! In fact, I think I will . . ." Zaius snapped, his anger rising. "You're a heretic and a renegade!"

"Please, sir," Galen began desperately. "I admit that my friends and I know something about the old days, but we haven't been spreading what we know. If you could just . . ."

"No! It's out of the question! You've broken the laws and there's nothing I can do for you!" The old Orang looked into the young chimp's eyes, and saw the desperation, the fatigue, the look of a hunted animal. Somehow, Zaius felt he couldn't just turn him in . . .

"Listen, Galen. I can't help you any more than this. I'm going to pretend I haven't seen you. If you can get out of the village without Urko seeing you, I won't say anything. But if you're caught, I can't do anything to save you . . ."

He paused, as Galen looked searchingly at his face.

"A promise . . ." Zaius said quietly, as he turned back toward the front entrance. Galen prepared to slip away out the back.

* * *

"I must speak to Urko!"

Urko, lips curling in disdain, turned to look toward the ape who struggled with his guards, trying to get closer

"It's been a hard ride, chimpanzee!" Urko growled. "Go about your business, and leave us to ours!"

"But you don't understand!" cried Naten. "The renegade, Galen! He's here in the village. They've been hiding him . . .!"

"What?" Urko became instantly alert. "Let him through! What was that you said about the renegade . . ."

His heart pounding with fear and excitement, Naten began to pour out his story . . .

Zaius, continuing his tour through Nufort, turned suddenly, surprised, as he heard Urko barking orders.

"Your party that way! You, over there! I want this whole village searched. Find that renegade . . . or else!"

Around Zaius, Ponar and the welcoming party suddenly split up, each ape heading back to his home. Zaius shook his head. This was not going to be one of his most successful provincial tours.

Suddenly, another voice rang out.

"Are we going to let those gorillas trample over everything and ruin our homes?" It was Shako, calling the chimp villagers to him. "Well, I'm not! I'll fight before I let a gorilla into my house!"

The other chimps yelled their agreement. They turned to face Urko, while two or three ran to the armoury. Urko, meanwhile, had called his search parties back. As they shuffled their feet in confusion, Urko stamped forward to speak to the chimps.

"Listen, you! I'm placing the village under martial law. If you defy me, I can have you shot . . . and I will!"

"Shoot me first, then!" said Shako, defiantly. Urko turned and went back to his troops. Once again he ordered them to start searching.

A group of gorillas rushed into the armoury, but by now most of the weapons had been removed. By the time they had searched the building, most of the chimps were armed and prepared to fight.

Galen, meanwhile, had struggled through the melee to find Shako. The chimp, grinning, seemed to be enjoying himself, in spite of the danger.

"Shako, listen!" said Galen desperately. "You've got to stop this! I know you're only doing it for the sake of our friendship, but some of your people might get killed! It'd be better if I gave myself up!"

"That's rubbish, young chimp! I've never liked gorillas, and at last I'm getting a chance to do something about it!" Shako tried hard to disguise his true feelings. "You get out of the village . . . when you've had time to get clear, we'll see what happens then . . ."

Galen hesitated, unsure how to express his gratitude, uncertain whether he should accept the offer or not.

"Get out!" shouted Shako. Galen turned and fled.

The other chimps had managed to throw up rough barricades, made of spare fencing, furniture, and anything else they could find. Nervously, they waited for the gorillas to attack.

Urko gave them one more chance to surrender, then signalled his troops forward. A volley of poorly aimed shots rang out to greet their advance, harming no one, but sending the gorillas diving for cover. Now the battle settled down to a sniping match, with shots ringing out from all parts of the village. Somehow, one of the barricades caught fire, but that did nothing to lessen the zeal of the defending chimps. It looked like the fight could last a long time.

Galen, running on toward the rendezvous with Burke and Galen, was tortured by thoughts of guilt. If he hadn't stayed . . . what if someone got killed? . . . it was all his fault . . . And yet, Shako had ordered him to run. To disobey him now would only make things worse . . .

In the village, Ponar ducked and dogged desperately until he found Shako. Throwing himself down by the chimp's side, he began pleading . . .

"Shako! You've got to stop this! I'm responsible for the safety of the villagers, and . . ."

"All right, Ponar! I'll see if I can cool things down. Galen should have had time to get out of the village by now. But I don't know how I'm going to make myself heard."

Shako looked thoughtful for a moment, then turned away from the barricade and headed off between the huts.

Half a minute later, Shako re-appeared, carrying an invention of his own devising . . . an earthenware pot filled with gunpowder, with a fuse attached. He hurled the grenade over the barricade, aiming it to drop well short of Urko and his troops.

The explosion rang through the village, and then there was silence. That was broken by Shako's voice.

"Urko! This has gone on long enough! Let's talk!"

* * *

The truce had been made, and peace had returned to Nufort. For their part, the villagers had willingly laid down their arms, and Zaius had persuaded Urko to make a similar gesture.

Now, the villagers allowed the gorillas to search the village, but it was already too late. In front of the entire assembly, Urko called Naten to him.

"You told me Galen was in the village," Urko growled. "Well, he's not . . ."

"But he *was* . . ." Naten said quickly. "I know he was . . . I saw him!"

All the villagers shook their heads and looked at Naten as if he was mad. Looking round, he saw Zaius nearby.

"There! Zaius will tell you . . . he spoke to Galen himself!"

"Well, Zaius?"

Zaius hesitated, looking uncomfortable. "No. I never saw him. Naten must be mistaken."

Zaius had kept his promise. Two gorillas stepped forward to lead Naten away.

Meanwhile, Galen had reached the woods to the north. Anxiously, Burke and Virdon came to meet him.

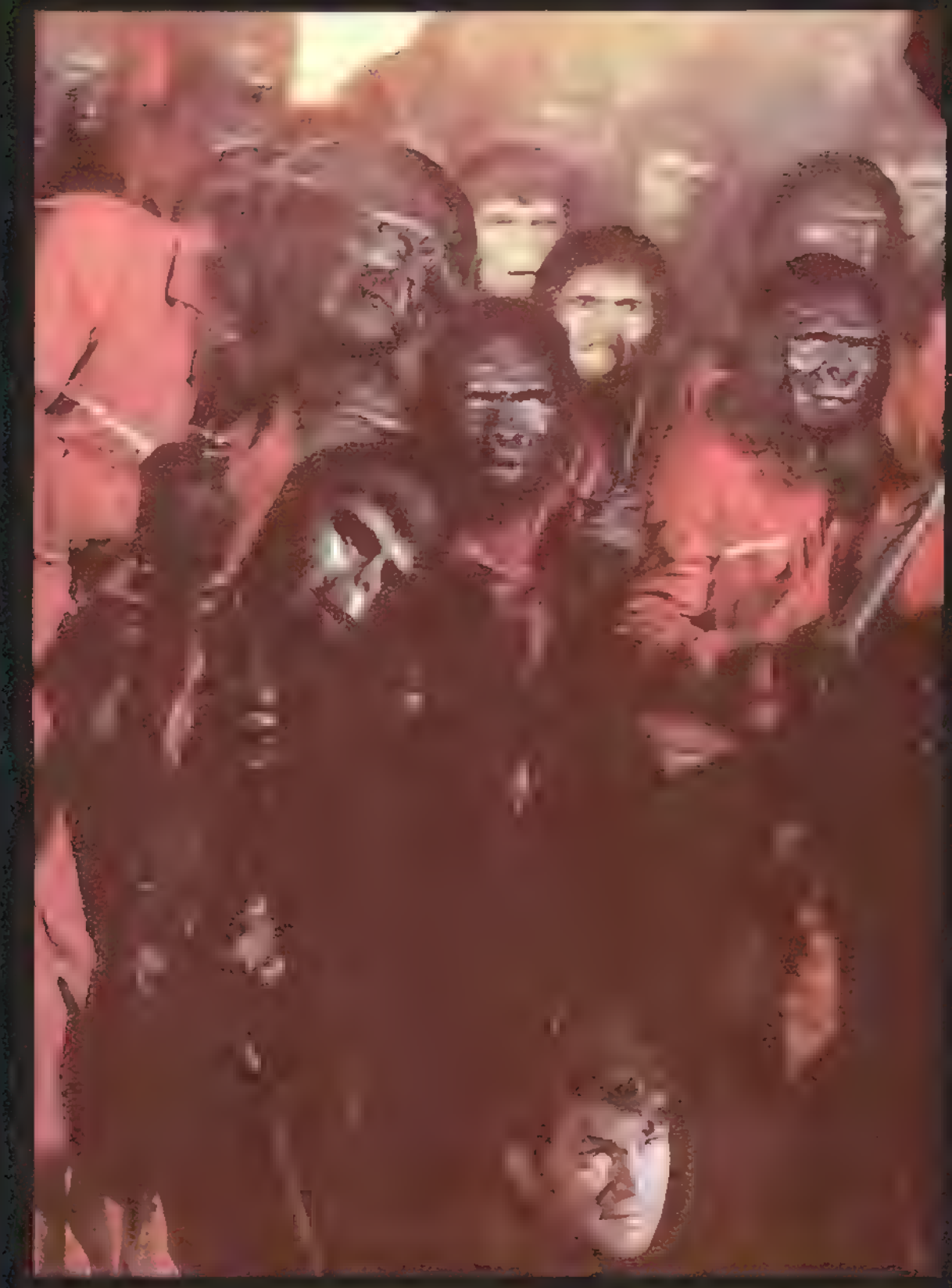
"What's been going on down there, Galen? We were wondering whether we ought to come down and save you . . ."

"Oh, no! That would never have done! We apes are capable of sorting out our own problems, you know . . ."

Galen turned back for a last look at Nufort, now quiet again. He had a lot to be thankful for.

"However, that said, I think we should start running again!"

Burke and Virdon looked at each other, then laughed. The long chase was beginning all over again . . .



# THE OTHER MOVIES

The *Planet of the Apes* television series is set far, far in the future, and yet it only covers one brief period of the apes' history. But the two thousand year long story of the apes has been carefully worked out, and if we take a look at the four films which followed the original, we can discover just how the apes originated, and how, eventually they met their end.

Earlier on, we told you the story of the original film. This was quickly followed by a sequel, *Beneath the Planet of the Apes*, which continued the adventures directly from the first film. It was also the only films in which Roddy McDowall didn't appear, his part being taken in this case by David Watson.

After George Taylor's space-ship disappeared (as told in the first film), the American space authorities decided to set up a rescue mission, sending another astronaut, Brent, along the same trajectory. Brent was caught in the same space-time warp as Taylor, but his mission was hardly successful . . . he crash-landed in the Forbidden Zone as well.

Nearby, Brent discovered Nova, the girl who Taylor befriended, and who he had then sent back toward the ape city. Seeing Taylor's dog-tags round her neck, Brent accompanied the mute girl, hoping to find his companion.

Brent was shocked to discover the ape city, and, having walked into the middle of it, was even less pleased to discover it ruled by a military dictator called Ursus. Ursus maintained his power by playing on the apes' fear of humans, and saying that the ape empire must expand, called for war on the inhabitants of the Forbidden Zone . . . whoever they might be.

Opposed to Ursus' warlike schemes was a group of moderate orangutans, led by Zaius, although there was little they could do. Also opposed were the chimp scientists, Dr. Zira and her husband, Cornelius.

Brent met Zira, and learned that she had helped Taylor to escape. Zaius, Zira and Cornelius were the only apes who knew that men had once ruled the planet, and Zaius believed that the inhabitants of the Forbidden Zone were of higher intelligence than the apes . . . probably humans. And remembering what had happened before, he feared that the humans could overwhelm the apes if attacked.

Once again, Zira and Cornelius helped Nova to escape, this time with Brent. They were followed by gorilla cavalry, but managed to elude them. Brent and Nova made their way deeper into the Forbidden Zone.

There they found the remains of the New York subway system, and together they made their way through the long series of tunnels. Suddenly, they discovered something incredible . . .

It was a complete underground city, lit by a strange white light and obviously inhabited. Suddenly, before he could help himself, Brent found his hands round Nova's throat, trying to strangle her. He struggled to restrain himself, and eventually broke free of the spell. Some superior mental force had apparently tried to force him to do its bidding.

Brent left the girl and entered the shell of an old cathedral. But parts of the interior had been preserved, including the altar . . . and over the altar was, in perfect condition, a twentieth century nuclear bomb!

A white-robed verger was chanting a ritual before the bomb, and Brent learned that the inhabitants of the city actually worshipped the bomb. But there were more surprises . . . the verger could speak to him without uttering a sound. The man's words were projected by thought alone.

Brent was taken into custody, and taken before the ruling group for questioning. When the group heard of the ape city, they immediately became interested. The underground dwellers were basically peaceful, for they knew the terrifying consequences of war only too well. And yet they still had the bomb . . .

Brent believed that the bomb was still in working order, and knew he had to try to stop it being set off if the apes attacked. He attempted to convince the rulers that the apes posed no threat, but at last he was forced to tell the truth. The apes were well-armed and marching on the city. The rulers realised they had a problem, for their only weapons, apart from the bomb, were terrifying illusions and hypnotic pain.

Brent and Nova were taken to a service of worship to the bomb, where a new horror awaited them. During the service, the city-dwellers tore off the life-like rubber masks that made them look like normal human beings . . . for they were in fact horrible mutations, worshipping the same bombs which had caused their disfigurement.

Brent asked to be released, but the city-dwellers realised he knew too much about their lack of defenses. Instead, Brent and Nova were taken to a cell, where they met Taylor for the first time. But one of the inquisitors used his mind-power to make the two astronauts fight, tossing them knives. Brent managed to wound Taylor, which so shocked Nova that the previously mute girl managed to form her first word, 'Tay-lor . . .'. Such was the total surprise that the inquisitor dropped his mental control for an instant, and Taylor seized the opportunity to hurl his knife into the mutant's heart.

Brent told Taylor about the bomb, and Taylor recognised it as the Doomsday weapon . . . the only one ever made, a bomb so powerful it could burn the entire planet to a cinder if it was ever set off. The idea had been to threaten enemies by the very fact that the bomb existed . . . the ultimate deterrent . . .

Meanwhile the ape army was pressing on into the Forbidden Zone, and arrived in the territory of the mutants. At first, they were no match for the illusion weapons of the mutants, and when Zaius and Ursus arrived on the scene, they saw their

advance guard being captured and tortured by humans. Ursus was unable to order his soldiers to fire for fear of hitting his own apes.

There were further illusionary attacks, demoralising the apes. Zaius was the first to recover, and with Ursus, led the apes toward the city itself. The battle raged throughout the underground ruins . . .

And yet, in the end, no one was to win. For the Doomsday Weapon was set off, with the entire world being destroyed, incinerated by a bomb built to prevent war, two thousand years before . . .

After that, you might think that another follow-up was impossible, but the story was far from over. By an ingenious twist, *Escape from the Planet of the Apes* continued the saga . . .

The story began just before the destruction of the world. Three chimpanzees, Cornelius (with Roddy McDowall back in his ape role), Zira and Milo, sensing the destruction to come, made their way into the wilderness and located the crashed spaceship which originally brought Taylor to the apes' world.

They managed to patch together its electronic gear and blast off into space a few brief moments before the atomic catastrophe reduced the planet to ashes. Caught in a time-warp similar to the one which projected Taylor and Brent forward, they were thrown back through time, eventually landing in the sea off the Southern California coast. Their arrival was seen by the authorities, and the astronauts were fished out of the surf.

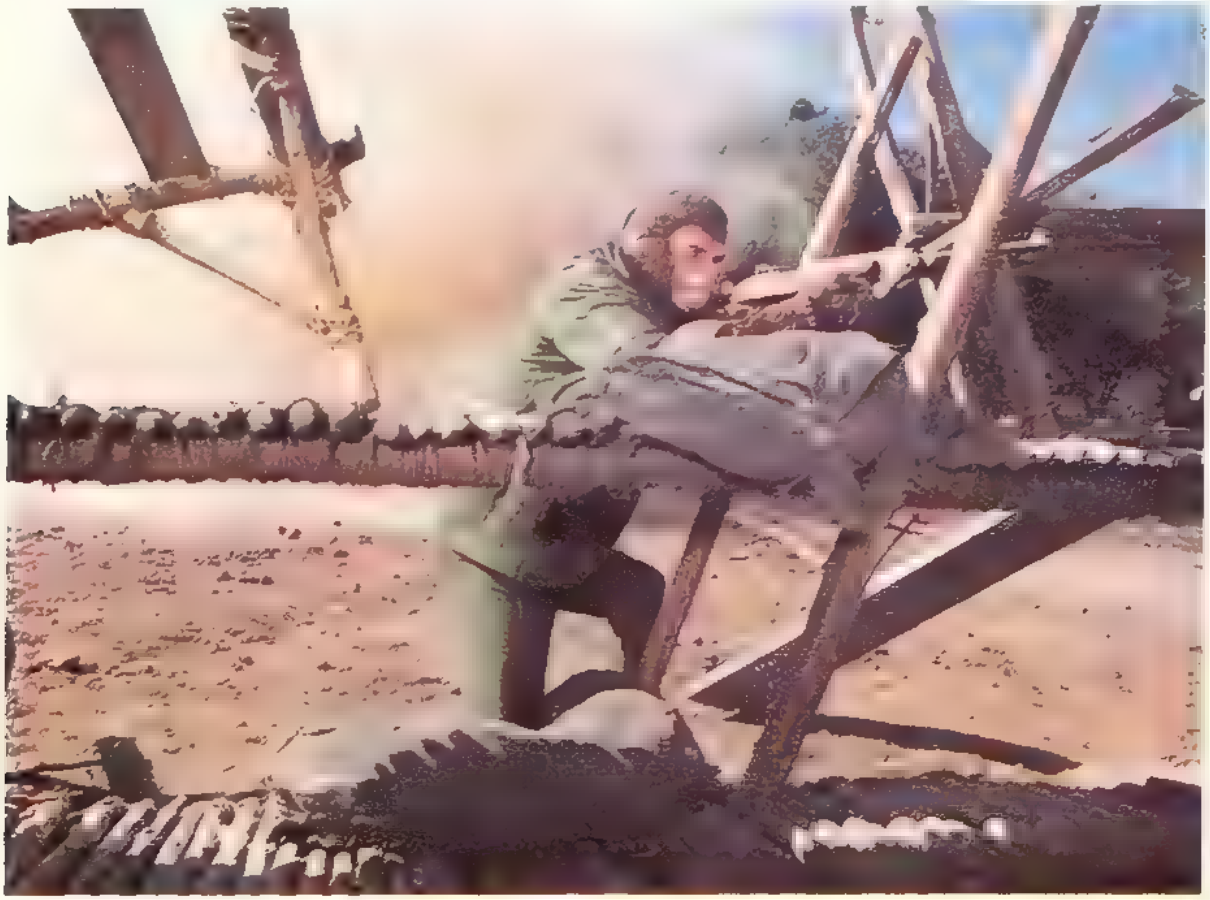
When they removed their helmets, the authorities were shocked to see that the astronauts were not men, but intelligent, articulate apes. They were taken to Los Angeles for interrogation, then treated as world celebrities, making television appearances and lecturing learned societies. And yet, using their knowledge of the future, they were able to prophesy the war that would eventually destroy human civilisation, followed by the apes rising to dominance of the ruined planet.

But some leaders of the scientific community had second thoughts about the chimps, especially after they discovered that Zira was expecting a baby. They feared that if the chimps were allowed to breed, they might eventually pose the very threat to the world that they had talked about. The apes were forbidden to breed, but it was already too late.

While the controversy raged amongst the scientists and the government, Zira and Cornelius were sheltered by a friendly circus-owner, Armando, until their baby was born.

Finally, however, fear won out, despite the apes' protests that they had only come in friendship. Over-zealous bureaucrats forced them to flee, and the chimps were killed trying to protect their child .

*Conquest of the Planet of the Apes* took the story directly on from there. It turned out that another baby chimp had been substituted for



Zira's, and the descendant of the intelligent apes was still alive, growing to full chimphood amongst the other apes of the circus, under Armando's careful attention. Twenty years had passed since the death of his parents.

During that twenty years that Ceasar (Roddy McDowall) was growing up, there had been many changes in America. The place had become a semi-police state, and life was tightly controlled, computerised and regulated. For many years, apes had been imported in great numbers from Africa and trained to handle menial and semi-skilled jobs. They were sold into life-long service to the highest bidders and conditioned to give full obedience to their human masters . . . with cruel punishments waiting for any ape that resisted or failed to do its job properly.

Meanwhile, Armando was the only man aware that Ceasar had the powers of reason and speech, and he was keeping it to himself. For Ceasar would be killed by the authorities if they realised he was still alive, and capable of making the apes realise their plight.

Accustomed to a happy life in the circus, Ceasar was shocked when Armando took him on his first visit to the city, seeing the apes being forced to perform all kinds of humiliating tasks. The apes had been growing increasingly resentful, yet they had neither the intelligence or the means to stage a revolt. What they needed was a leader.

This was what the state governor, Breck, feared . . . although his chief aide, MacDonald, was strangely compassionate for a man of his position.

While Ceasar was in the city, he saw MacDonald stop two Security men beating up an ape, although when MacDonald had left, they simply started again. This made Ceasar so angry he forgot himself and cursed them aloud.

While the crowd and police stood, momentarily stunned, Armando and Ceasar made their escape to a tunnel beneath the huge shopping centre. Armando then decided to go to the police and tell them that it was he who cursed the police, and that Ceasar was so frightened he ran away and was not to be found.

Breck and his police chief, Kolp, were not convinced by Armando's story, and he was held in custody. Meanwhile, Ceasar, following Armando's orders in the event of him not returning before midnight, made his way to the harbour and hid himself among a newly arrived shipment of apes from Africa. After going through the usual procedures of conditioning and training, without revealing his special talents, he was sold at auction, to serve in Breck's household.

Armando, however, was tricked into confessing that he had raised Zira's baby. Attempting to escape, he crashed through a window and died. Still the tide of simian resentment grew, and when Ceasar learned of Armando's death he began planning revenge. His intelligence recognised by the other apes, at his bidding they began stealing

anything that could be used as a weapon, and training for the fight which was bound to come.

At last, though, circumstances pointed toward Ceasar as the intelligent ape, and he was captured by MacDonald. Ceasar admitted his identity, and, seeing that MacDonald was more sympathetic than other humans, told him of his plans for revolt. MacDonald, though arguing that the revolt was doomed to failure, decided to let Ceasar go.

But Ceasar was soon captured again, and tortured until he finally broke down and revealed his identity. This was what Breck wanted, and he gave Kolp permission to execute Ceasar by electrocution. The switch was pulled, and the ape slumped. Satisfied, Breck and Kolp left . . . whereupon Ceasar 'came to life' again, and overpowered his guard, making his escape. MacDonald, knowing what Breck had planned, had cut off the power at the crucial moment.

Ceasar raced to group his forces and arm them. The apes disrupted the city's communications, captured Breck's headquarters and killed him. MacDonald was spared.

But the revolt did not stop there. Using the weapons they had gained, Ceasar led his apes to the main city to battle the well-armed militia. The fighting continued, until the human authorities had no choice left but to use nuclear weapons. It was the beginning of the nuclear war that Zira had predicted would destroy human civilisation . . .

The final film, *Battle for the Planet of the Apes*, deals with the survivors of the catastrophe. A few apes and humans had escaped destruction, and now were living in the countryside, a peaceful settlement of apes humans living together, although the apes had become dominant. Ceasar had survived, and now led the community, assisted by his wife Lisa, an orangutan called Virgil, and MacDonald. But Ceasar was harrassed by Aldo, a gorilla leader who believed that humans were inferior.

Ceasar learned that a filmed interview with his parents was believed to exist in the subterranean ruins of a nearby city. His parents were thought to have the gift of prophecy, and Ceasar was eager to know what they said about the future.

Ceasar, Virgil and MacDonald set off for the ruined city, and eventually found the film, in which Zira predicted the destruction of the world to be caused by the apes, two thousand years later. But having viewed the film, they became aware that the city was still inhabited by some humans, grotesquely scarred and mutated by radiation. They were led by Kolp, who was police chief before the disaster, and they attacked Ceasar and his party.

Ceasar and his friends managed to escape, but Kolp then ordered his mutants to attack the apes' encampment. Meanwhile, in Ceasar's absence, Aldo and the gorillas had been plotting to seize power. But their plans were overheard by Ceasar's son, and Aldo murdered him. Ceasar was in

mourning when Kolp's mutants arrived.

Aldo took control, imprisoning the human members of the community, and leading a counter-attack, in which Kolp and the mutants were destroyed. But Aldo was not content with stopping there. He wanted to destroy all the other humans as well.

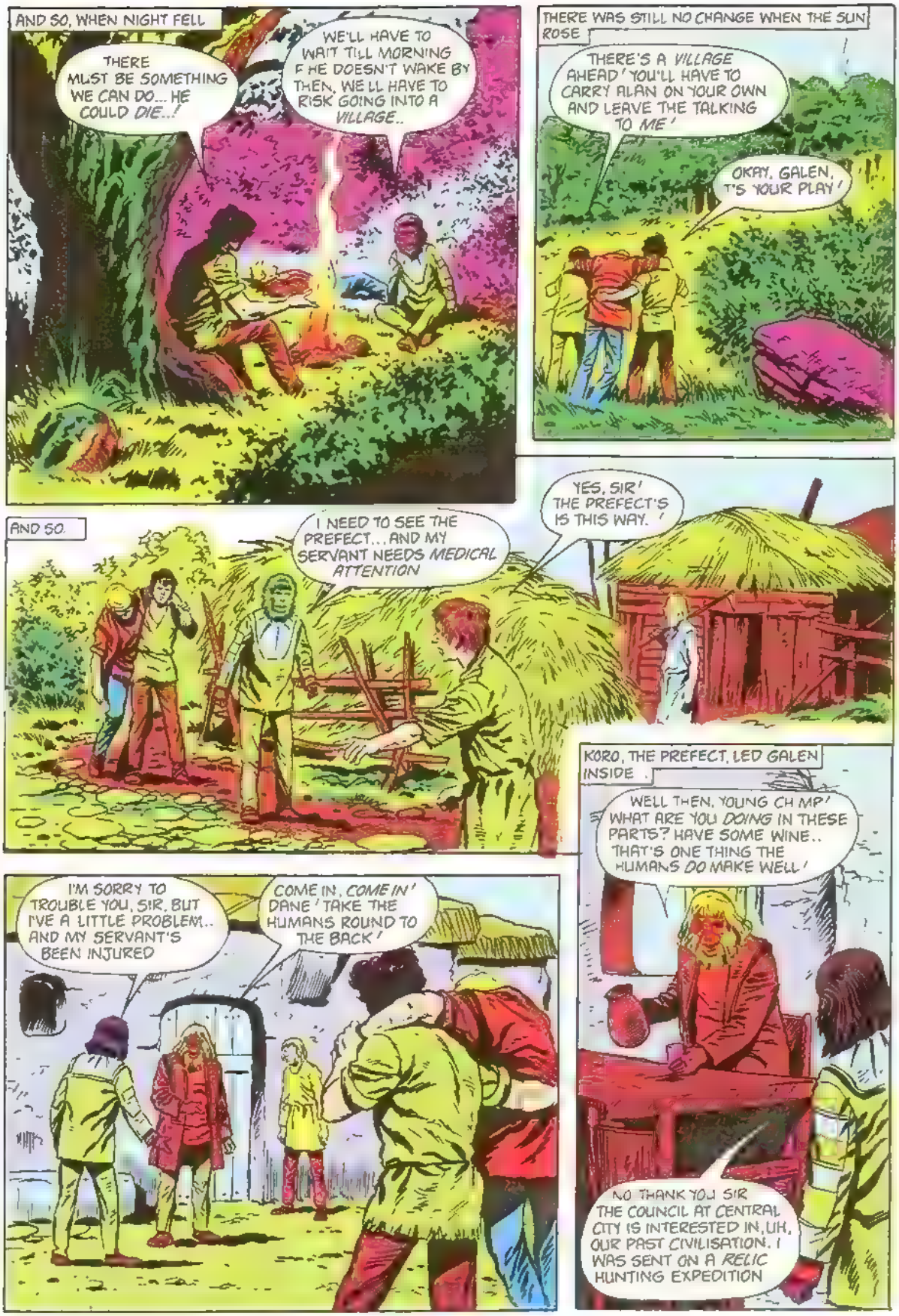
Ceasar made great attempts to stop him, but seemed powerless to do so until the truth finally came out about the death of his son. Then he and Aldo engaged in single combat, a fight which led to them fighting in the tree-tops. Aldo fell to his death.

Six hundred years later, the film shows a statue commemorating Ceasar's contribution to the state of peaceful co-existence that then prevails between apes and humans . . .

And there you have the long saga of the Planet of the Apes. It's a strange story, for it turns out that without the destruction of the world two thousand years in the future, there would be no apes to cause the war much earlier that produced the ape civilisation. And there's one final, intriguing question . . . is the cycle to be repeated, ending up once again with the destruction of the world? Or has Ceasar's work ensured a different peaceful future after all? We'll probably never know the answer to that . . . unless some kindly producer at Twentieth Century Fox decides to make another *Planet of the Apes* film. If anyone does, it should be well worth looking forward to!

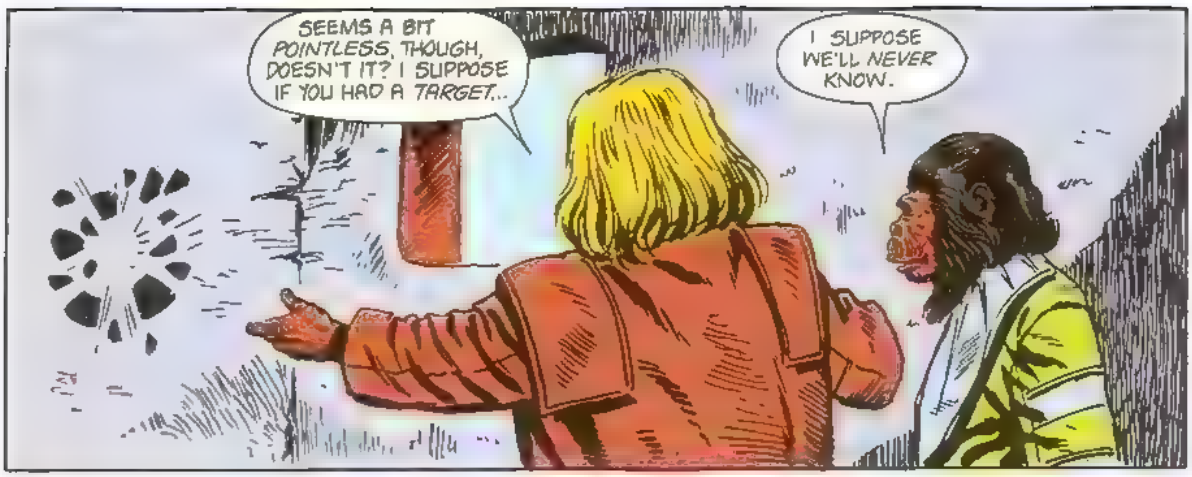
EVER PURSUED BY THE APES, PETER BURKE AND ALAN VIRDON, AND THEIR FRIEND GALEN, HAD FOUND MANY PLACES OF DANGER IN THIS STRANGE LAND. BUT NONE, PERHAPS, AS PERILOUS AS THIS..
WHEN THE EARTH SHAKES!
THE RUMMMBBLE!
KRAAASH!
EARTHQUAKE! LOOK OUT FOR THE ROCKS!
GET MOVING, GALEN! OR WE'LL BE CRUSHED!

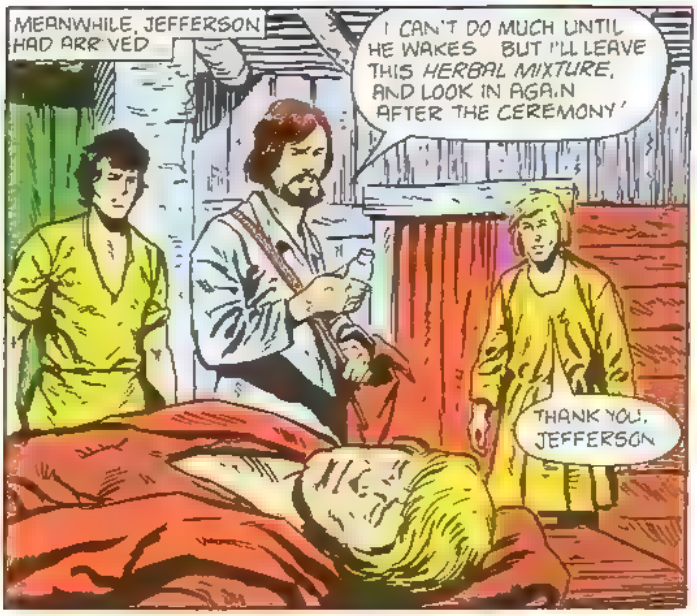
ONLY VIRDON'S LIGHTNING REFLEXES SAVED GALEN...
GALEN!
VWUMP!
WHAT OOOH!
BUT NOT ALL THE ROCKS COULD BE AVOIDED.
UUUUGH!
ALAN! NO!
IT'S OKAY! HE'S STILL ALIVE!
BUT WE'VE GOT TO GET OUT OF HERE OTHERWISE WE'LL ALL BE KILLED!
THERE'S OPEN GROUND AHEAD WE SHOULD BE SAFE THERE!
BY THE TIME THEY REACHED SAFETY, THE EARTH WAS STILL AGAIN..
HE'S NOT COMING ROUND.. WE NEED A DOCTOR!
IT'LL BE DARK SOON! WE NEED SHELTER FOR A START!


AND SO, WHEN NIGHT FELL
THERE MUST BE SOMETHING WE CAN DO... HE COULD DIE..!
WE'LL HAVE TO WAIT TILL MORNING IF HE DOESN'T WAKE BY THEN, WE'LL HAVE TO RISK GOING INTO A VILLAGE..
THERE WAS STILL NO CHANGE WHEN THE SUN ROSE
THERE'S A VILLAGE AHEAD ' YOU'LL HAVE TO CARRY ALAN ON YOUR OWN AND LEAVE THE TALKING TO ME '
OKAY, GALEN, IT'S YOUR PLAY '
AND SO.
I NEED TO SEE THE PREFECT... AND MY SERVANT NEEDS MEDICAL ATTENTION
YES, SIR ' THE PREFECT'S IS THIS WAY. '
I'M SORRY TO TROUBLE YOU, SIR, BUT I'VE A LITTLE PROBLEM.. AND MY SERVANT'S BEEN INJURED
COME IN, COME IN ' DANE ' TAKE THE HUMANS ROUND TO THE BACK '
KORO, THE PREFECT, LED GALEN INSIDE .
WELL THEN, YOUNG CHAMP ' WHAT ARE YOU DOING IN THESE PARTS? HAVE SOME WINE.. THAT'S ONE THING THE HUMANS DO MAKE WELL '
NO THANK YOU SIR THE COUNCIL AT CENTRAL CITY IS INTERESTED IN, UH, OUR PAST CIVILISATION. I WAS SENT ON A RELIC HUNTING EXPEDITION

BUT IN THE EARTHQUAKE LAST NIGHT MY HORSE PANICKED! IT KICKED MY SERVANT, AND THEN RAN OFF WITH ALL MY EQUIPMENT
I WAS LUCKY NOT TO BE INJURED MYSELF. BUT I'M WORRIED ABOUT MY SERVANT HE'S VERY INTELLIGENT FOR A HUMAN '
BUT YASU WAS HAVING PROBLEMS
DOCTOR YASU WILL TAKE A LOOK AT HIM DON T WORRY SO. IT S RELICS YOU RE AFTER '
I'M A DOCTOR, NOT A VET! I DON'T KNOW WHAT'S WRONG WITH HUMANS '
AH, THAT S JUST GREAT '

I DON'T KNOW WHAT IT'S LIKE IN CENTRAL CITY, BUT HERE YOU'RE NOT DISRESPECTFUL TO YOUR BETTERS, HUMAN! PERHAPS ONE OF THE VILLAGERS CAN HELP HIM!
YASU LEFT, ANGRY
DON'T WORRY, MY FRIEND! I'LL GET JEFFERSON TO LOOK AT HIM.. HE'S GOOD WITH HERBS.
MEANWHILE
RELICS, EH? I'VE FOUND SOME MYSELF PERHAPS YOU CAN TELL ME WHAT THEY ARE!
SEE? BEAUTIFULLY MADE, BUT QUITE USELESS! GOT A LABEL IN THE MIDDLE 'BEATLES'.. I SUPPOSE THAT'S SOME KIND OF TRADE NAME?
COULD BE PERHAPS THEY WERE USED IN SOME KIND OF GAME!
THROWN, PERHAPS? LIKE THIS!


SEEMS A BIT POINTLESS, THOUGH, DOESN'T IT? I SUPPOSE IF YOU HAD A TARGET...
I SUPPOSE WE'LL NEVER KNOW.

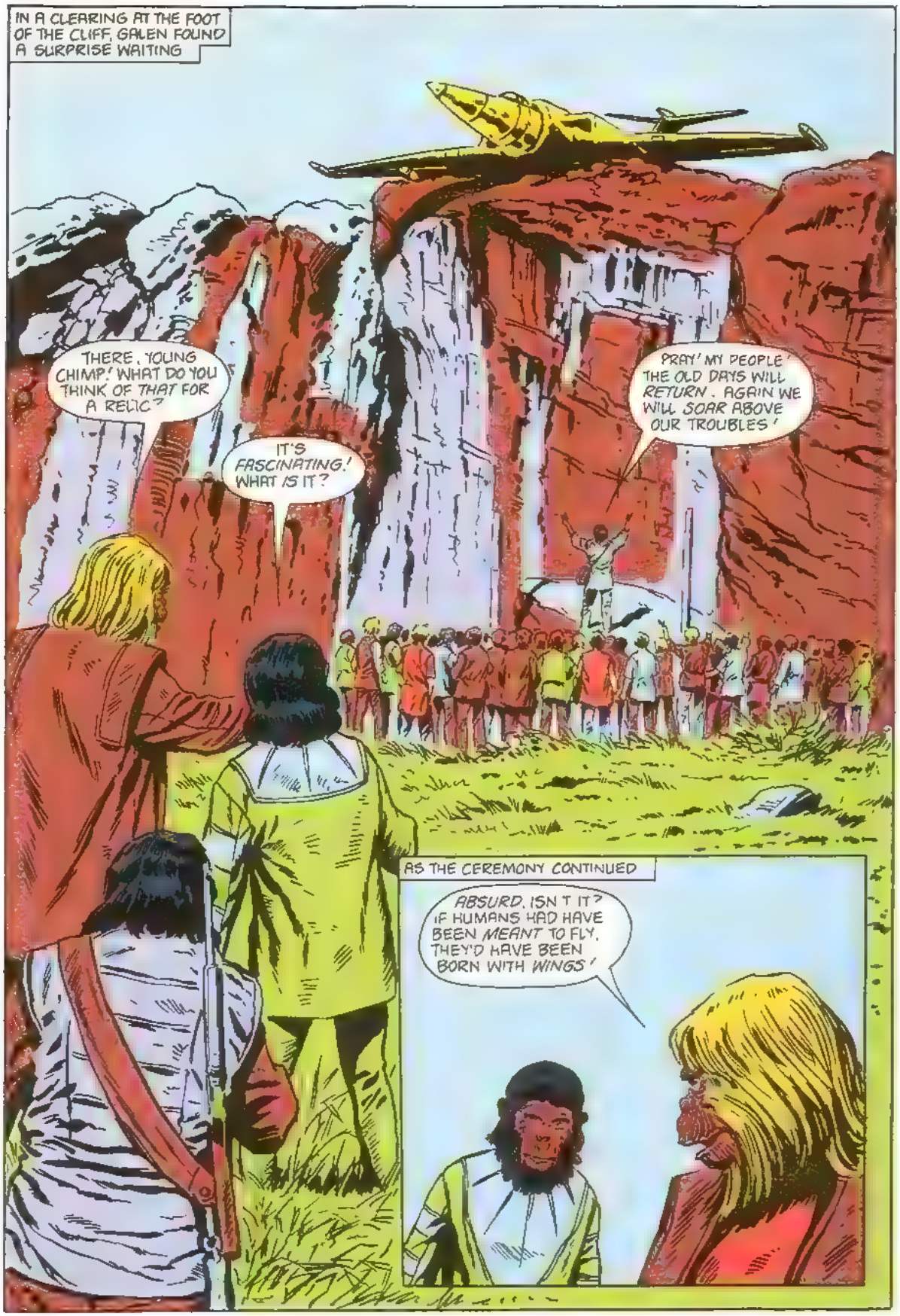

MEANWHILE, JEFFERSON HAD ARRIVED
I CAN'T DO MUCH UNTIL HE WAKES BUT I'LL LEAVE THIS HERBAL MIXTURE, AND LOOK IN AGAIN AFTER THE CEREMONY'
THANK YOU, JEFFERSON

AS JEFFERSON LEFT
CEREMONY? WHAT'S THIS ABOUT A CEREMONY?
YOU MEAN THEY DON'T HAVE CEREMONIES WHERE YOU COME FROM?

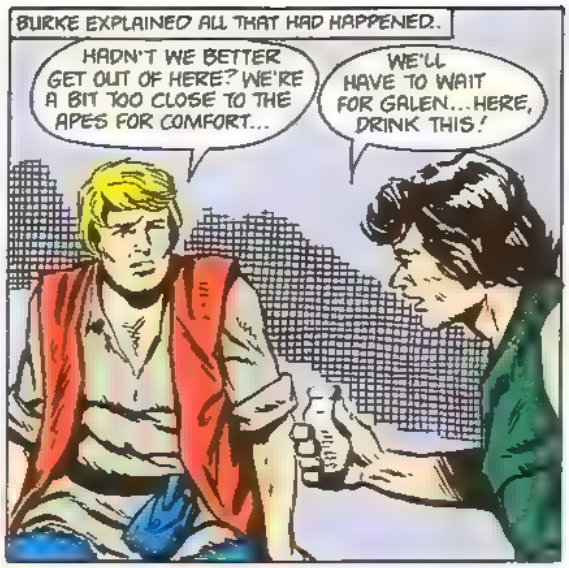
YOU MUST COME TO THE CEREMONY! IT'S SO INSPIRING. YOU NEED THE CEREMONY
UH, THANKS BUT I THINK ALAN NEEDS ME A LITTLE MORE! I'LL STAY WITH HIM!

SUIT YOURSELF, BUT YOU'LL BE SORRY YOU MISSED IT! I'VE GOT TO GET ON WITH MY DUTIES!
YEAH, WELL, IF ALAN WAKES UP, MAYBE WE'LL JOIN YOU!

THE DAY DRAGGED ON, BUT GALEN KNEW HE COULDN'T LEAVE THE PREFECT... THEN..
EXCUSE ME, PREFECT, BUT I'D LIKE TO GO NOW!
AH, YES, DANE COME BACK AS SOON AS IT'S OVER!
WHERE'S HE OFF TO, THEN?
AH, I LET THEM GO. EVERY COUPLE OF DAYS THEY HAVE SOME SORT OF CEREMONY! KEEPS THEM HAPPY AND OUT OF TROUBLE! SHALL WE WATCH THEM?
IT'S NOT DANGEROUS?
NO! SO LONG AS WE DON'T INTERFERE! THEY HAVE TO HAVE THEIR SIMPLE LITTLE PLEASURES!
AAAAH-PAN!
AAAAH-PAN!
THERE! IT'S STARTED ALREADY! YOU CAN HEAR THE CHANTING!
WITH AN ARMED GUARD THEY MADE THEIR WAY OUT OF THE VILLAGE


IN A CLEARING AT THE FOOT OF THE CLIFF, GALEN FOUND A SURPRISE WAITING
THERE, YOUNG CHIMP! WHAT DO YOU THINK OF THAT FOR A RELIC?
IT'S FASCINATING! WHAT IS IT?
PRAY! MY PEOPLE! THE OLD DAYS WILL RETURN. AGAIN WE WILL SOAR ABOVE OUR TROUBLES!
AS THE CEREMONY CONTINUED
ABSURD, ISN'T IT? IF HUMANS HAD HAVE BEEN MEANT TO FLY, THEY'D HAVE BEEN BORN WITH WINGS!

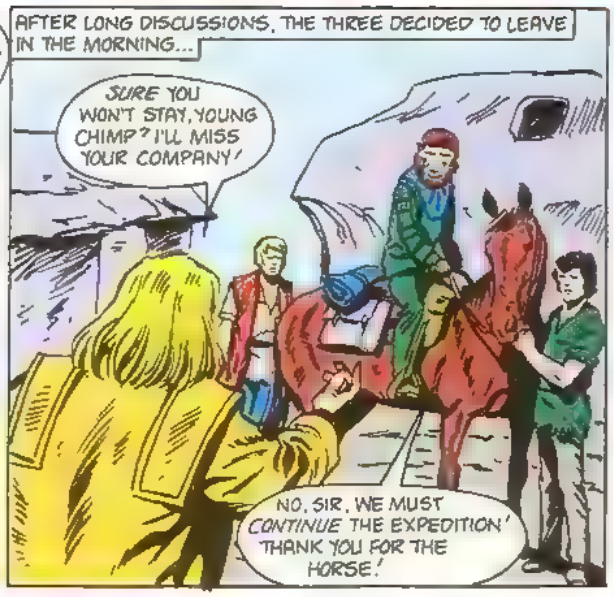
BACK IN THE VILLAGE ALAN VIRDON'S SLEEP WAS FINALLY BROKEN
ALAN! AT LAST..
MY HEAD! WHAT'S GOING ON?


BURKE EXPLAINED ALL THAT HAD HAPPENED.
HADN'T WE BETTER GET OUT OF HERE? WE'RE A BIT TOO CLOSE TO THE APES FOR COMFORT...
WE'LL HAVE TO WAIT FOR GALEN... HERE, DRINK THIS!

GALEN AND KORO, TIRING OF THE CEREMONY, RETURNED TO THE VILLAGE..
THE CEREMONY KEEPS THE HUMANS QUIET, SO I LET THEM GET ON WITH IT! IT'S EASIER THAN CONTROLLING THEM BY FORCE!
YES, INDEED! STILL, IF YOU'LL EXCUSE ME, PREFECT, I WANT TO CHECK ON MY SERVANT!

GALEN RUSHED IN, EXCITED..
YOU'VE RECOVERED! GOOD! LISTEN, I'VE SEEN SOMETHING THAT'LL INTEREST YOU... IT'S LIKE YOUR SHIP, EXCEPT IT HAS BIG WINGS.
AN AEROPLANE? CAN WE TAKE A LOOK AT IT?

NO! OR NOT EASILY. IT'S A CULT OBJECT OF THE HUMANS HERE! THEY'D NEVER LET US GET NEAR IT!
WE'VE GOT TO GET TO IT SOMEHOW.. THERE MIGHT BE OTHER EQUIPMENT...


AFTER LONG DISCUSSIONS, THE THREE DECIDED TO LEAVE IN THE MORNING...
SURE YOU WON'T STAY, YOUNG CHIMP? I'LL MISS YOUR COMPANY!
NO, SIR, WE MUST CONTINUE THE EXPEDITION! THANK YOU FOR THE HORSE!

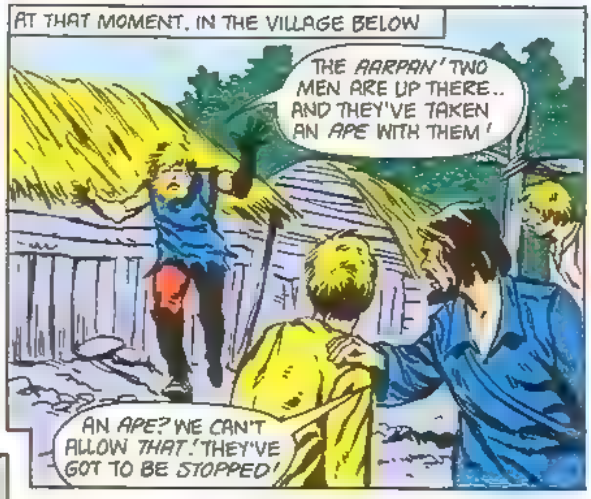
BUT THEY DIDN'T GO FAR
THIS WILL DO! THE CLIFF SHOULDN'T BE FAR AWAY!
LET'S HOPE THERE'S SOME WAY OF CLIMBING IT!
AFTER MOVING ALONG THE CLIFF FOR A WHILE, THEY FOUND
A ROCK-SLIDE! LOOKS DANGEROUS, BUT IT'S THE ONLY WAY UP THERE!
BURKE AND VIRDON REACHED THE TOP, BUT...
ALAN! HELP! THE ROCKS ARE STARTING TO GO
WHA
IT WAS A SLOW HARD CLIMB..
STAY CLOSE TOGETHER.. IF THESE LOOSE ROCKS START TO SLIDE..
BUT, AFTER A FEW MOMENTS
THERE, GALEN, YOU'RE OKAY NOW!
PHEW! THANKS ALAN! I THOUGHT THAT WAS GOING TO BE THE END.
THE TWO MEN JUST MANAGED TO REACH THEIR COMPANION.
HANG ON, GALEN! WE'LL TRY AND PULL YOU UP!
BE CAREFUL IT FEELS AS IF THE WHOLE CLIFF MIGHT FALL!

AS THEY MADE THEIR WAY ALONG THE CLIFFTOP...
THERE! SEE IT? JUST AS I TOLD YOU!
IT'S A PLANE ALL RIGHT! LET'S GET A CLOSER LOOK!
BUT AS THEY HURRIED FORWARD...
YOU DARE TO APPROACH JEFFERSON'S AARPAN AND YOU'VE BROUGHT AN APE WITH YOU! YOU MUST DIE!
OH, NO! I'VE BEEN HIT ON THE HEAD TOO MANY TIMES RECENTLY!
BUT THIS WAS NO TIME FOR JOKES.
WATCH IT, GALEN! HE'S MAD. AND HE MEANS IT!
AS THE MAN MOVED FORWARD, INTENT ON ATTACKING ALAN AND GALEN.
UUUURGH!
TEAMWORK FINISHED THE FIGHT QUICKLY
OKAY, THAT'S THAT! LET'S HOPE THERE AREN'T ANY MORE!
NYAAR!
THEY MOVED CLOSER TO EXAMINE THE PLANE ..
SOME KIND OF WARPLANE.. BUT IT'LL NEVER FLY AGAIN...
NO RUNWAY FOR IT EITHER ALAN! THIS CLIFF MUST HAVE BEEN RAISED BY AN EARTHQUAKE, SOME TIME AFTER THE WAR!

BUT IF THERE WAS AN AIRFIELD HERE . THERE MUST HAVE BEEN BUILDINGS, EQUIPMENT.. SOMETHING WE CAN SALVAGE!
DOESN'T LOOK TOO HOPEFUL.

BUT..
TWISTED METAL AND BROKEN CONCRETE! ANYTHING USEFUL MUST HAVE BEEN LOOTED LONG AGO .
PETE! ALAN! I'VE BEEN LOOKING AROUND . BUT THE MAN WHO ATTACKED US... HE'S GONE!

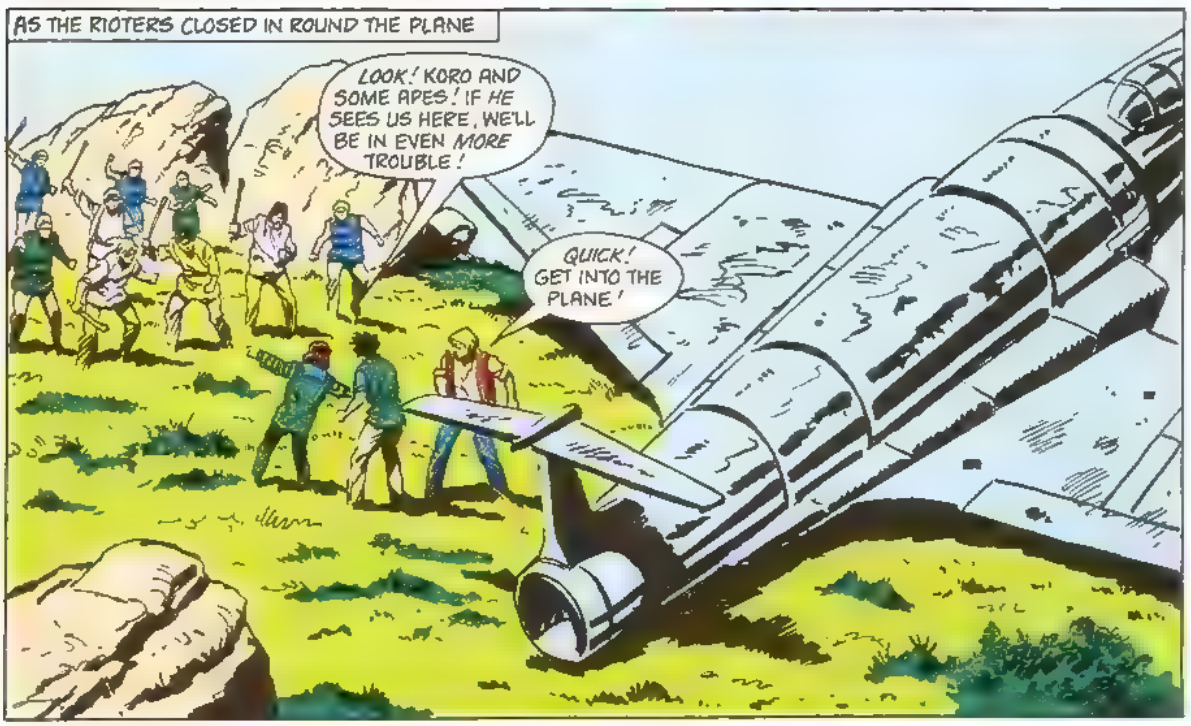
THAT COULD MEAN TROUBLE! WE'D BETTER GET OUT OF HERE!
I GUESS YOU'RE RIGHT! THERE'S NOTHING FOR US HERE!


AT THAT MOMENT, IN THE VILLAGE BELOW
THE AARPAN! TWO MEN ARE UP THERE.. AND THEY'VE TAKEN AN APE WITH THEM!
AN APE? WE CAN'T ALLOW THAT! THEY'VE GOT TO BE STOPPED!

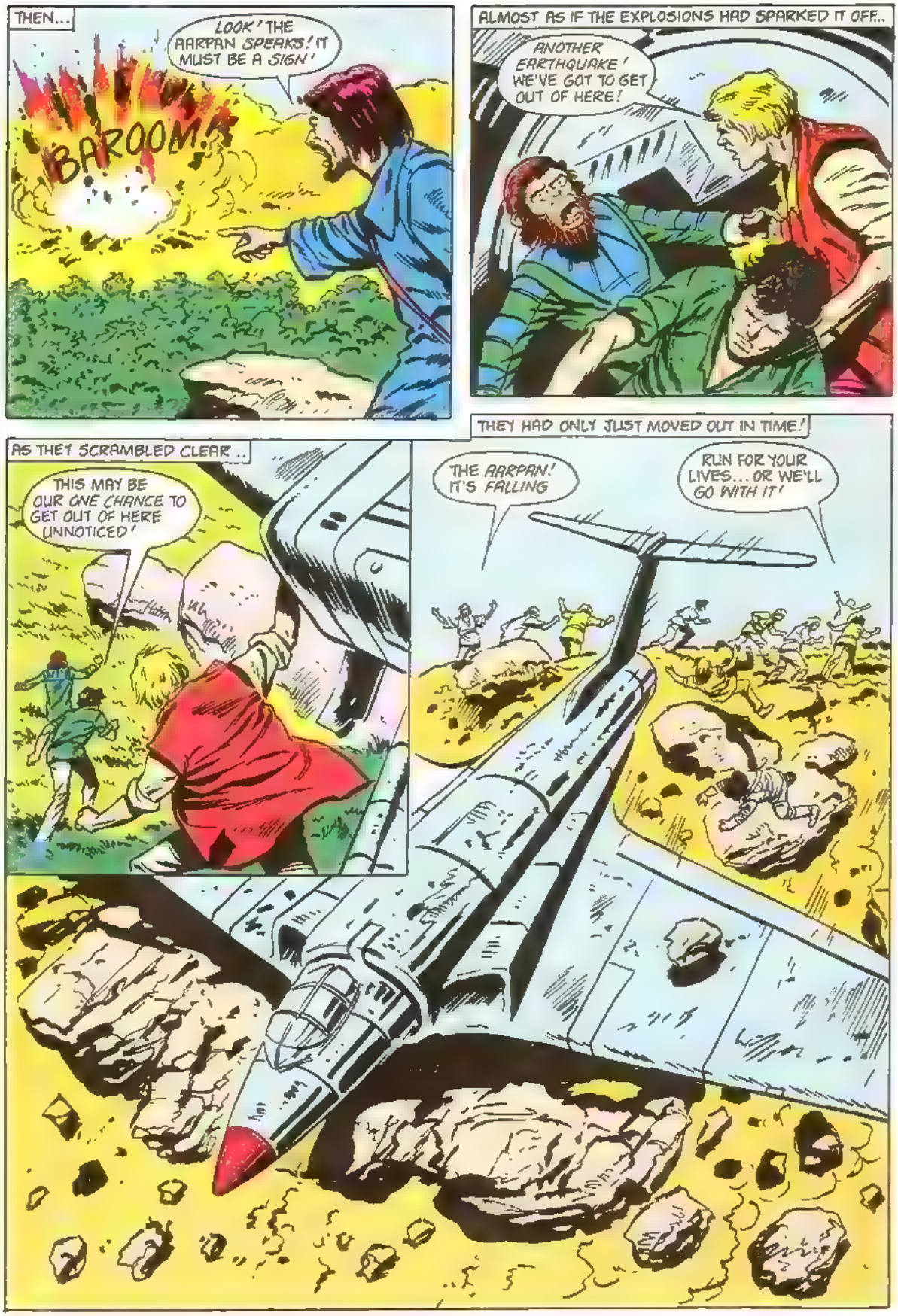
AN UNRULY MOB LEFT THE VILLAGE AND HEADED FOR THE CLIFF..
HURRY! WE MUSN'T LET THEM GET AWAY!

THE THREE INTERLOPERS HADN'T MOVED FAST ENOUGH..
THERE! BY THE AARPAN! KILL THEM! SAVE THE AARPAN!
AARPAN? THEY MUST MEAN AIRPLANE .
MAYBE SO, BUT THEY SURE MEAN TROUBLE!

IN THE VILLAGE, ANOTHER ALARM WAS BEING RAISED..
PREFECT! THE HUMANS.. THEY'RE RIOTING AT THE CLIFF-TOP!
WHAT? ARE YOU SURE? CALL OUT THE SOLDIERS!
GORILLA SOLDIERS SWUNG INTO ACTION AT THE DOUBLE...
QUICKLY! THEY'VE GOT TO BE CONTROLLED!

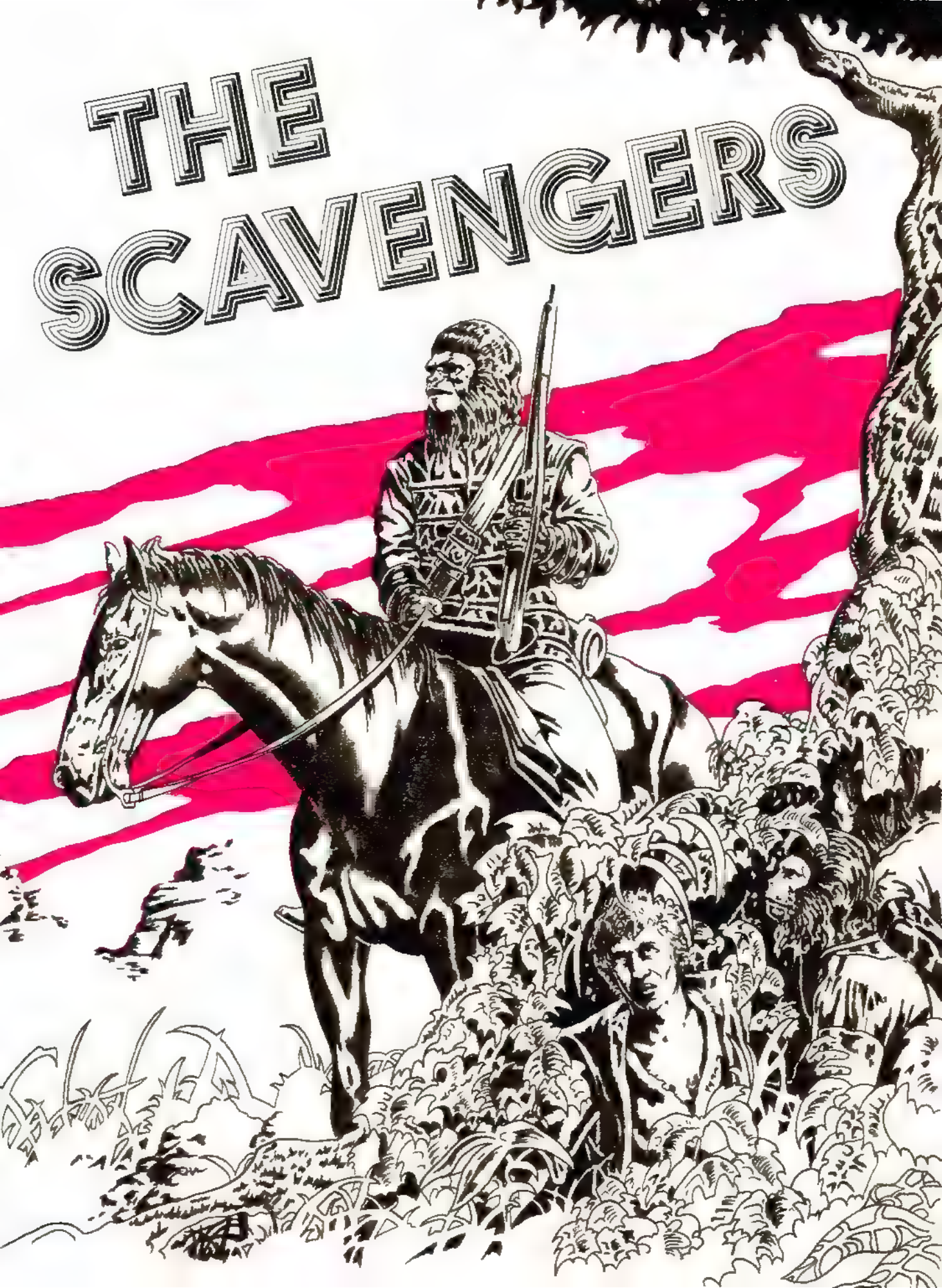

AS THE RIOTERS CLOSED IN ROUND THE PLANE
LOOK! KORO AND SOME APES! IF HE SEES US HERE, WE'LL BE IN EVEN MORE TROUBLE!
QUICK! GET INTO THE PLANE!

KORO COULDN'T UNDERSTAND...
SUCH A PEACEFUL LOT OF HUMANS NORMALLY... STILL, THE ORDERS ARE CLEAR ABOUT RIOTS! THEY MUST BE PACIFIED.
INSIDE THE PLANE
THE SOLDIERS ARE ROUNDING THEM UP! THEN KORO WILL COME TO FIND OUT WHAT THE TROUBLE IS!
BUT THERE WAS STILL HOPE FOR A DIVERSION
THIS THING'S ARMED WITH ROCKETS, AND IT LOOKS LIKE THEY'RE FIRED BY SOME KIND OF HYDRAULIC SYSTEM! IT'S RISKY, BUT THEY MIGHT STILL WORK!
THE WHOLE PLANE SHUDDERED AS THE SWITCH WAS THROWN, AND THEN...
FOOOSH!


THEN...
LOOK! THE AARPAN SPEAKS! IT MUST BE A SIGN!
BAROOM!
ALMOST AS IF THE EXPLOSIONS HAD SPARKED IT OFF...
ANOTHER EARTHQUAKE! WE'VE GOT TO GET OUT OF HERE!
AS THEY SCRAMBLED CLEAR..
THIS MAY BE OUR ONE CHANCE TO GET OUT OF HERE UNNOTICED!
THEY HAD ONLY JUST MOVED OUT IN TIME!
THE AARPAN! IT'S FALLING
RUN FOR YOUR LIVES... OR WE'LL GO WITH IT!

THE PLANE'S REMAINING ARMAMENTS BLEW UP AS IT HIT THE GROUND
KA-BLAAAM!
THEN, THE EARTH WAS STILL AGAIN...
FORGIVE US, PREFECT! WE WERE WRONG...THE AARPAN WAS ONLY A MACHINE NOW IT'S GONE, THERE'LL BE NO MORE TROUBLE!
I'LL NEVER UNDERSTAND YOU HUMANS, BUT STILL... THERE'S WORK TO BE DONE...
LOOKS LIKE WE GOT AWAY WITHOUT BEING SEEN...THEY'VE MADE THEIR PEACE NOW!
THAT'S OKAY SO LONG AS JEFFERSON DOESN'T SUDDENLY REMEMBER HOW IT ALL STARTED!
IN CASE HE DOES, I GUESS WE'D BETTER GET AS FAR AWAY AS POSSIBLE..
YEAH. LET'S FIND A PLACE WHERE THE EARTH STAYS STILL UNDER OUR FEET, AT LEAST!
THE END.

# THE SCAVENGERS



"Down there . . . three of them. And it looks like they've picked up our tracks!"

Pete Burke shook his head warily. It seemed the chase was about to start all over again.

"They haven't actually seen us, though," Galen broke into his train of thought. "All they've seen is tracks of two humans and an ape. If we can elude them, perhaps they'll decide the tracks belonged to someone else, and give up!"

"Fat chance of that! Still, we've got to try . . . our lives depend on it. Let's move out . . ."

Burke and Virdon shouldered their packs and, crouching low to keep out of sight, began to move off up the hill. Galen followed close behind.

Looking back from the crest of the hill, they could see the apes still following, spurring their horses on to greater efforts. Hurriedly, the three fugitives moved over the hill and started racing down the other side. Another hill rose in front of them.

Fortunately, the second hill was neither as high nor as steep as the first, and they had almost reached the crest before they saw the apes appear behind. Throwing themselves into the undergrowth, they turned to watch.

The apes paused, riding their horses back and forth along the crest of the hill. It looked as if they had lost the trail, at least for the moment. Frustrated, they started to ride off a little way.

It was risky, but they had to chance it. Burke led the way up the hill, dashing from one clump of undergrowth to the next, running and hiding. When they looked back, they could see the apes criss-crossing the hillside opposite, trying to pick up some sign.

At last, they reached the top of the hill, and ran until they were out of sight. Pausing for breath, Burke looked ahead, sizing up the situation. As far as the eye could see, there were ruins . . . a vast array of crumbling buildings, with rubble piled thickly in the streets. An entire city lay tumbled before their eyes.

"Let's get down there fast," said Virdon. "We can lose them in the ruins . . . hide out in one of the buildings . . ."

They set off at a run . . .

The sun was sinking as they reached the outskirts of the city. Looking back, there was still no sign of the apes, but Burke knew that it wouldn't be long before their sharper instincts picked up the trail again. They'd probably be in the city by nightfall. The fugitives would have to be well hidden by then . . .

It was tough going, picking their way through the rubble-filled streets, but the further they could get into the city, the safer they would be. At last they came to a street of shops, some of which looked fairly safe. Picking one at random, they forced their way through the door.

At the rear of the shop was a stairway, leading up to a back room. Exhausted by the long chase, the three of them sank to the floor. Burke felt like he could sleep for three or four days.

"I wonder what's through there?" Galen asked, his curiosity still strong in spite of his fatigue. Burke looked toward the door he was pointing at.

"Probably just another room like this," he replied. "But looking out over the street . . ."

"Well, shouldn't we take a look?" Galen started to get to his feet. "Check out our position, you know . . ."

"If you want to, Galen. But personally, I'm staying right here . . ." Burke stretched his aching legs and propped himself up against the wall.

The door opened easily at Galen's touch, and he disappeared through into the other room. There was silence for a few moments, then he came back, his face working with excitement.

"Alan! Pete! Come here . . . there's something you ought to see . . ."

At that moment, nothing seemed more important than rest to Burke, but he heaved himself to his feet and went with Virdon into the other room. Galen was pointing excitedly to the floor.

"Look! There's the remains of a fire here, and over there's a store of food. I think this place is lived in . . ."

"So I suppose you want us to run away from people we haven't even seen now," said Burke, shaking his head in disbelief.

"We're not going anywhere now . . ." Virdon moved away from the window overlooking the street. "Get into the back room fast . . . the apes are searching the street out there . . ."

Silently, they moved through the door. There was nothing they could do now but keep out of sight and hope the apes would move on. In spite of the danger, Burke found himself falling asleep . . .

He was suddenly woken. Virdon was shaking his shoulder roughly . . . or at least he thought it was Virdon. In the darkness it was difficult to tell. He opened his mouth to speak, but Virdon raised a finger to his lips. Burke's eyes were getting used to the darkness now, but then his ears picked up the sound of someone coming up the stairs toward them.

Snapping into full wakefulness at last, Burke got to his feet and followed Virdon and Galen into the front room. Taking up their positions on either side of the door, the two men prepared to ambush the newcomer, be he man or ape.

The door was opened confidently, and Burke saw a man's hand on the handle. He made a grab for the newcomer's wrist, yanked forward and hurled the man bodily across the room. He tumbled to the floor, then turned rapidly, looking round in shock . . .

"Who . . . who are you?" The man said, when he had regained his breath.

"We were going to ask you the same thing," Burke replied, relieved. He had feared he was going to have to face two hundred pounds of raging gorilla. At least they'd have a chance to talk to the man . . .

The newcomer made no reply. He looked round wildly, and for the first time saw Galen. The sight seemed to fill him with terror. He scrambled to his

knees, facing Galen, and started to beg.

"Please! Don't take me back! I haven't done anything wrong . . . I just couldn't take any more of being a bonded servant, that's all . . ."

"Hey, hang on . . ." Virdon cut in. "We're not here looking for runaways . . . we're runaways ourselves. Galen won't do you any harm . . ."

Galen nodded, and the man seemed to calm down a little. Virdon told him who they were, and what had happened to them.

The man listened in silence, and seemed slightly reassured when the story was finished. It was obvious that he didn't trust the three of them completely, but he was prepared to go along for the moment at least.

His name was Creel, and there were several other humans here in the city; all runaways like himself, living on whatever they could scavenge from the ruins.

After a while, three more men turned up, showing surprise as they first entered, but seeming to be reassured that Creel had already sounded out the visitors. But Burke could still feel the tension in the atmosphere . . . and most of it seemed to be directed toward Galen, no matter how they explained his presence.

"It wouldn't be so bad if he was the only one . . ." said one of the men "But there are three other apes riding round . . . and they've got guns . . ."

"They're still here?" asked Creel, worried. "Have the others been warned?"

"I saw Wheeler, and he was going to warn his group. But there's still Sinclair and his people over at the old warehouse. I'd better see if I can find them . . ." The man got up to leave.

Half an hour passed, as they discussed the apes and possible hiding place. The scavengers offered food, and although Burke couldn't tell what it was, he ate with a good appetite. It had been a long time since they had eaten, too.

The door suddenly opened. The man had returned, only now he wasn't alone. With him was a youth of about eighteen, perspiration and fear plain on his face. He looked around him wildly, and then saw Galen. Before anyone knew what was happening, he flung himself across the room, fists flailing wildly as he attacked the surprised chimpanzee

None of the men made any move to stop him. Burke and Virdon scrambled across the room and pulled the youth off. He looked up at them wildly, his face a mask of hate, but they kept a firm hold on his arms. After a while, he seemed to accept that they would not allow him to give Galen further bruises, and calmed down. They led him

*Continued on page 68*

*Fists flailing, the man attacked the bewildered Galen...*

*Continued from page 67*

to the other side of the room.

"What's happened, Cooper?" asked Creel, after a moment. "What's wrong?"

"It's the apes! They've captured Sinclair! Came upon him by surprise, and now they've got him a couple of streets away . . ."

Creel looked worried. "They'll know we're here now . . . they'll take him to the nearest police post, and the next thing we know the city will be full of gorilla police . . . combing street by street until they find us!"

"We've got to run . . . get out of here . . ." Cooper seemed on the verge of becoming hysterical. "They'll kill us if they find us! And it's all *their* fault!"

He pointed wildly at Galen and his companions. "They've ruined everything!"

Burke could see that the whole situation was becoming dangerous. It was ironic . . . after the long days of fleeing from the apes, they were running into trouble from a bunch of outlawed humans . . .

"I say we should hand these three over to the gorillas. They might go away and leave us alone then."

Creel and the others looked thoughtful, but Burke could see they were on the point of agreeing with Cooper

"That won't help you . . ." Virdon cut in quietly. "Even if they have us, they'll still know you're here. And it won't help Sinclair."

"Then kill the apes! Dead apes tell no tales . . ."

"That won't help either. If the apes don't return, you really will have trouble. There won't just be

*Huge slabs of brickwork crashed around the gorillas...*

police here, there'll be two or three squads of soldiers as well . . . No, we've got to think about this. There must be some other way . . ."

The others seemed to calm down a little, though it was obvious that Cooper still didn't trust them. At last, Virdon said:

"Will Sinclair talk? I mean, if he's left on his own, would he mention the other humans here?"

"Of course, not!" Cooper was emphatic. "He's a leader. He won't say a thing!"

"Good! Then I think we might be able to save him, you, and us, all at the same time!"

Even Burke had to admit he was surprised at this, but Virdon knew what he was doing.

"You say the apes are nearby . . . okay, let's go take a look at them . . . see how the situation is . . ."

* * *

From a nearby rooftop, they could look directly down on the apes' camp, which consisted of nothing more than a small fire, with the horses tethered to a twisted spar nearby. Sinclair sat by the apes, his hands bound, and a gun trained toward his head.

"They won't move until dawn," whispered Galen. "Gorillas are even more superstitious than us chimps . . ."

"That's what I'm relying on, Galen," said Virdon, then he turned to Creel. "What about manholes and sewers around here? Do you know the layout?"

"Manholes and sewers? What do you mean?" Creel looked confused.

"You know . . . small tunnels that run under the streets . . . when it rains, they get filled with water . . ."

"Ah, yes! We use them whenever we have to hide, But they're not very safe . . . sometimes they collapse, or get blocked up . . ."

"Just like home . . ." breathed Burke.

"Look!" Virdon furtively pointed down at the street, a few yards from the gorillas' camp. "Is that a manhole there . . . an entry to the tunnels?"

Creel indicated that it was.

"Okay then, we've got two or three hours to get ready. This is what I plan to do . . ."

* * *

A deep red sun slanted its dawning rays through the ruined stumps of the city, throwing deep shadows before it. Well and good, thought Virdon, watching the apes get ready to move out. Anything that made his human companions less easy to see. He raised an arm, signalling the others to be ready.

It seemed to take an eternity for the gorillas to mount their horses and start down the street, but Virdon knew they were almost as tired as he was. Still, they were going away from the manhole. Again he raised his arm, ready to give the signal. Down the street, on another rooftop, Creel and another man waited for the right moment.

Virdon let his arm fall.

Just in front of the apes, a huge slab of broken brickwork slid from the roof and crashed into the street, shattering and showering debris in all directions. The horses reared and one of the gorillas fell. Sinclair, his hands still tied, looked round, weighing up the chances of making a break. But one of the gorillas recovered swiftly, and the captive found himself looking into the mouth of a gun.

Virdon's plan depended entirely on what the apes did next.

They turned and started coming back down the street. They were badly shaken by their narrow escape, and it looked like the plan might work . . .

As they reached the manhole cover, Virdon raised his arm once more. When he lowered it, another chunk of rubble tumbled into the street. Cooper, the weakest link in the plan, had done his work well.

The horses, already nervous, reared again. Sinclair looked round, and at the moment, Pete Burke and one of the scavengers threw off the manhole covers.

By the time the gorillas had recovered sufficiently to look round, their prisoner had long since vanished underground, and the manhole cover had been replaced as before.

The gorillas dismounted, and Virdon smiled to himself as he heard snatches of their conversation.

"I knew this place was haunted . . . these ruins always are . . ."

"He must have been a ghost! He's vanished without trace . . ."

"We'll all be killed if we don't get out of here . . ."

"Those tracks we followed here . . . they were probably some sort of sorcery to lead us to our deaths . . ."

But one gorilla, obviously the leader, was not quite so superstitious as his comrades. He ordered them to mount up and start searching again. Now was the time for Virdon to play his part in the plan . . .

Taking the pebble from his pocket, he picked his target carefully. The aim had to be true the first time. There would be no second chance . . .

The pebble hit one of the horses squarely on the rump, sending it bolting forward up the street, it's rider hanging on for dear life. The other two apes galloped after their leader, not even bothering to look back as Cooper sent another shower of debris down into the street behind them.

Virdon figured they wouldn't be coming back . . . even if they got a direct order from Urko himself. The city would be a safe place again.

In the street below, Pete Burke was struggling out of the manhole, brushing the dirt from his clothes. He looked up at the rooftop, grinning.

"Hey, Alan! How come you're the one who always gets the good ideas . . . and I have to do the dirty work?!"

Virdon grinned back, then started looking for the way down from the roof. Perhaps now, before they moved on again, they could finally catch up with a little sleep . . .

# HOW TO MAKE A MONKEY OUT OF RODDY McDOWALL

If you had to pick out one feature from the *Planet of the Apes* series as outstanding above all else, your answer would almost certainly be the apes themselves. But just how are those make-up marvels brought to you week after week? Now's your chance to find out . . .

To start off with, we have to go right back to 1968, when the first *Planet of the Apes* was made. The studio heads knew that the whole project would stand or fall on the make-up of the apes, and long hours were spent wondering about the best way to handle the problem. Just think of what was wanted . . . the apes not only had to look life-like, they had to be able to give a variety of facial expressions, and the make-up had to be light and comfortable for the actors to wear.

The early attempts were crude by comparison, as the actor's face was covered in putty, while the brow ridges were built up and a complete new nose was built. False ears were added, bushy eyebrows and long hair were attached, but the end-result looked more like a freakishly distorted human being than an ape. Something else had to be tried . . .

A gentleman by the name of John Chambers came up with the answer, however. He knew that masks wouldn't work, because there was no way a mask could be made to move to give facial expressions, and the putty method had already been tried. His answer was the "appliance", made of plastic, which could be poured into a mould, but was light and flexible when it set.

(1)

(2)

Once made, the appliance, a chin-piece for instance, could be stuck onto the actor's face. The appliance then moves with the actor's face, allowing a fair degree of expression.

For the television series, the make-up is in the hands of Dan Striepeke, another of the originators of the appliances, who has a crew of a dozen make-up artists working under him. Each day before shooting, every main ape character has to go through an arduous session in the make-up chair, and in Roddy McDowall's case, that means three solid hours at the mercy of the make-up man. In order to reach the set in time for a day's shooting, Roddy usually has to get up at four o'clock in the morning.

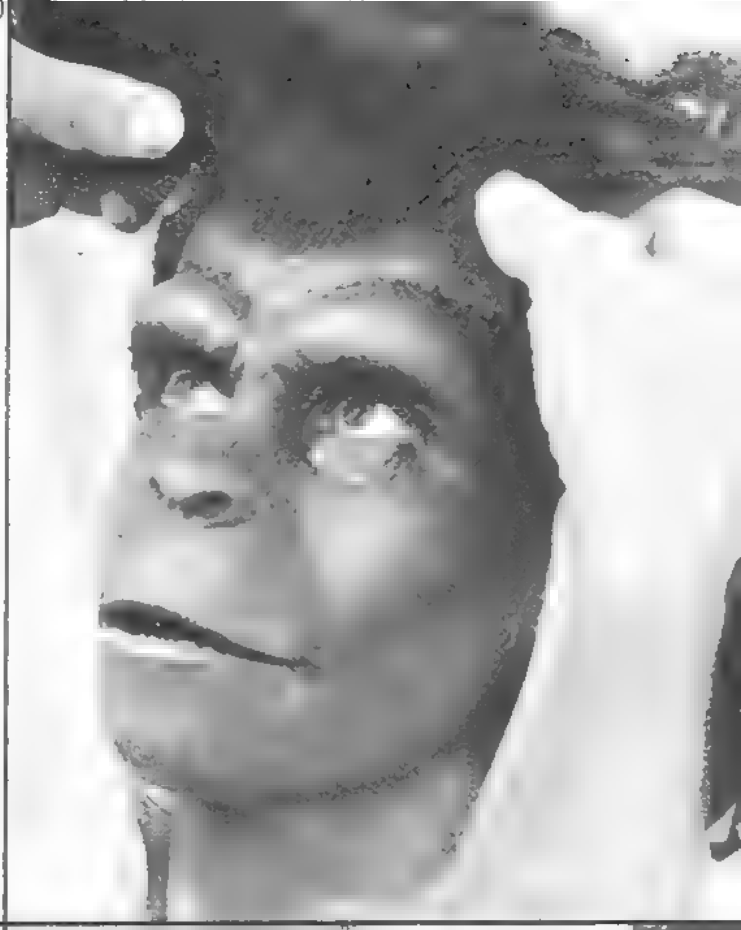
Here's how Roddy McDowall sits down each morning as himself, and gets up three hours later as Galen:

Firstly, a protective cream is applied to his face, before the appliances are stuck on with spirit gum

The appliances have been prepared previously, and before the daily routine had even begun, a life-mask of McDowall's face was made, so that the appliances could be moulded to fit exactly over his features. The brows, nose and upper lip are first to go on, and then a separate chin-piece. While the gum dries, the edges of the appliance are carefully smoothed down, to make sure the joins don't show later on. (Pic 1.)

(3)

(4)



(5)

The large ape's ears are slipped directly over McDowall's own, covering his ears completely (Pic 2). McDowall's teeth are blacked out, so an extra set doesn't appear on the screen.

Make-up is then applied, disguising the appliances and giving an even skin colour all over (Pic 3). But there's still quite a way to go yet . . .

Next, a rubber skin-cap covers his hair, and a wig is gummed to this (Pic 4), after which more hair is added with side-pieces, covering McDowall's cheeks (Pic 5). All these pieces have to have the edges carefully disguised also, and the slightest colour difference between the "scalp" and the facial make-up have to be eliminated. The hair is then carefully combed into place.

Now's the time that the final touches are made to the face . . . shadowing round the eyes so they appear more deeply set, painting the thin lips, adding the last lines of light and shade (Pics 6-7).

Finally, there are the hands, which have to have an extra amount of long hair added to their backs and wrists (Pic 8). At last, Galen is ready for a day's filming . . .

Once the make-up is on, it has to stay on for the whole day's shooting, of course, for it takes almost as long to take off as it does to put on. The actors have to breath through their mouths, because their nose is entirely covered by the appliance. And they're quite unable to take solid food for their mid-day meal. Fruit juice sucked through a straw has to do instead.

The Lost Hills region of California is dry and

(6)

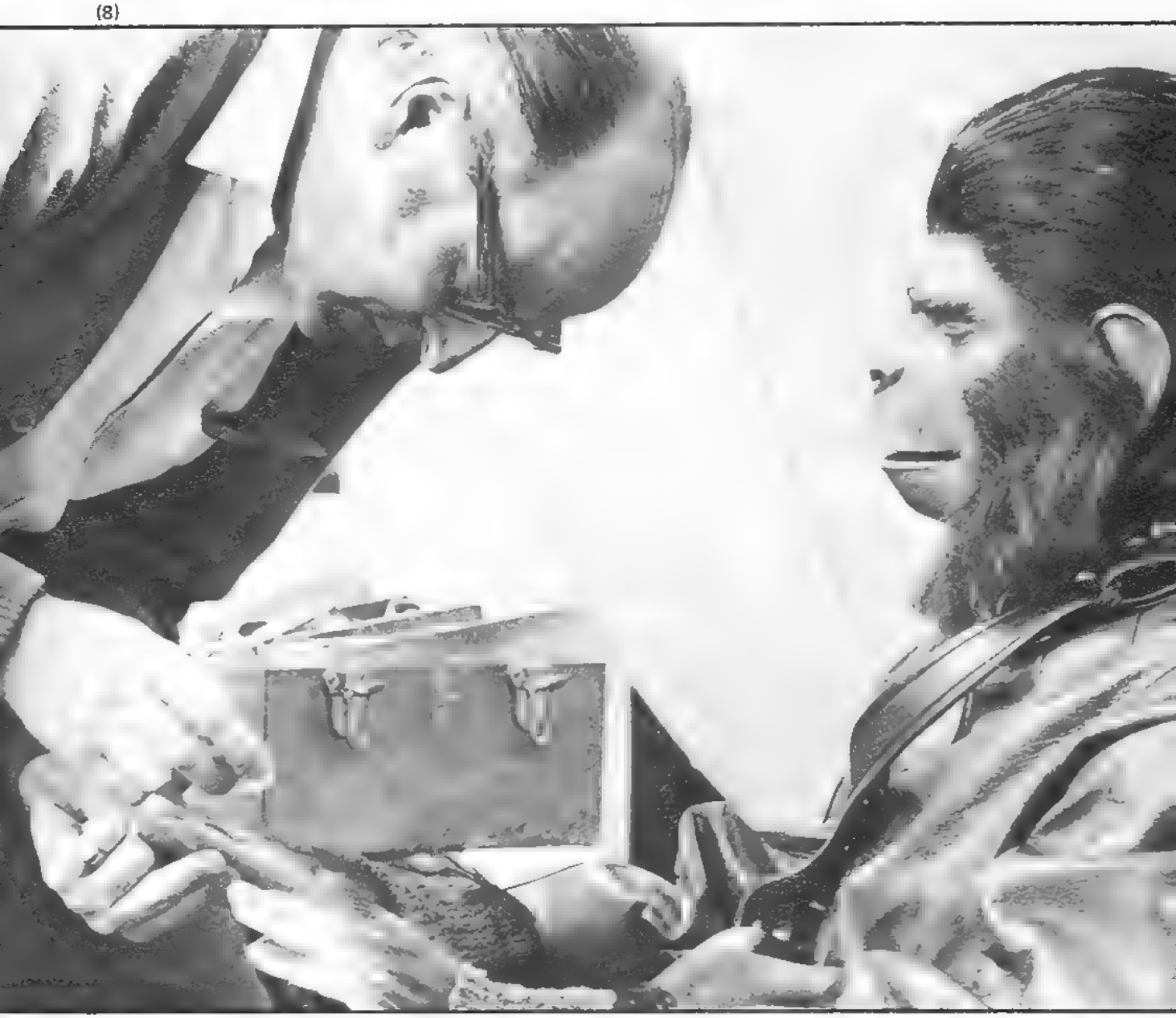
(7)

hot, 110 degrees in the shade sometimes, and under their appliances some of the actors sweat off up to ten pounds a day. It's a gruelling task being an ape . . . but the problems don't end there. In heat like that, the greasepaint starts to run, so when they're not actually on the set, the apes are frequently to be seen wandering around carrying sunshades and wearing dark-glasses!

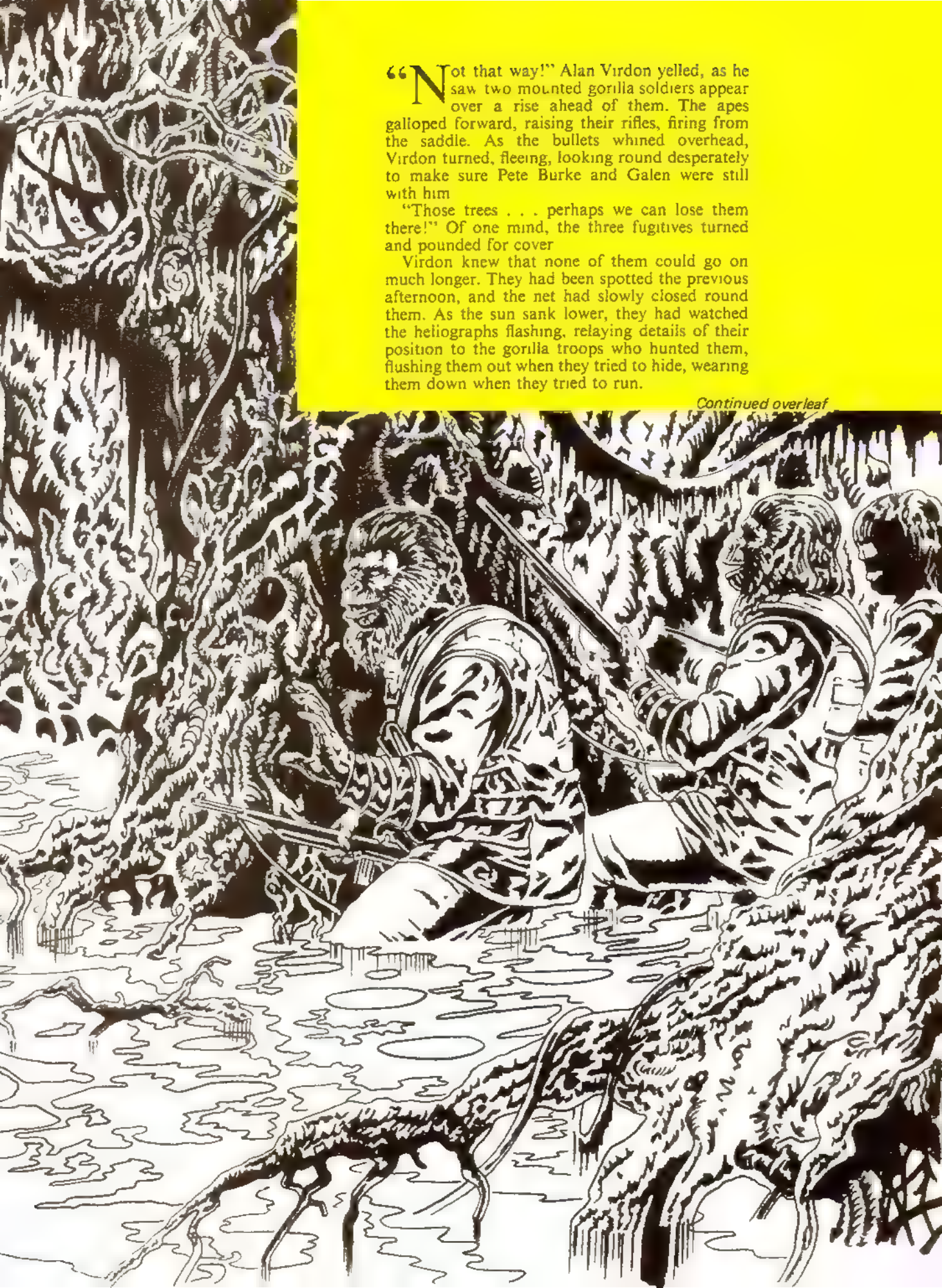
Naturally, not *every* ape you see on the screen has to go through the long ordeal in the make-up chair. Some of the minor characters have no speaking parts, and don't come near enough to the camera for their facial expressions to be seen. For these actors, an "over the head" mask is quite adequate. Standard designs for gorilla, chimpanzees and orang utang heads were made, and the heads were made from rigid plastic, with holes provided for the hair to be pushed through from the inside. A flap at the back, which presses together at a touch, allows the mask to be drawn over the head quite simply, and an actor could be "made-up" and ready for a scene in a couple of minutes. Of course, there is one minor problem. The masks are even hotter to wear than the appliances!

So, next time you see the apes in action, especially one of the leading actors like Roddy McDowall, remember just what they have to go through to bring you your weekly adventures. And when you think of all the extra problems they have apart from just turning in a good performance, spare a thought for the make-up men, who, although they hardly ever get any credit, make the whole thing possible!

(8)



SWAMPED



"Not that way!" Alan Virdon yelled, as he saw two mounted gorilla soldiers appear over a rise ahead of them. The apes galloped forward, raising their rifles, firing from the saddle. As the bullets whined overhead, Virdon turned, fleeing, looking round desperately to make sure Pete Burke and Galen were still with him

"Those trees . . . perhaps we can lose them there!" Of one mind, the three fugitives turned and pounded for cover

Virdon knew that none of them could go on much longer. They had been spotted the previous afternoon, and the net had slowly closed round them. As the sun sank lower, they had watched the heliographs flashing, relaying details of their position to the gorilla troops who hunted them, flushing them out when they tried to hide, wearing them down when they tried to run.

*Continued overleaf*

*Continued from page 75*

He had thought they might escape when darkness fell, but by then more apes had arrived, and whichever direction they had tried to move in, they ran into mounted patrols. At dawn, their position had been picked up again. It seemed the whole thing was to start all over again.

But today it was different. Today, Urko had arrived from Central City, intent on directing operations himself. How they had managed to avoid capture so far, Virdon didn't know. Now the sun was past its peak again . . . if they could just keep going until nightfall, there was one last chance of escape. But they all knew it was a slim hope . . . far too slim.

They reached the trees, and threw themselves into the shadows, only to find themselves rolling and tumbling down a steep bank. Reaching the bottom, they sprawled in a heap, trying to regain their breath.

The sun had been cut off as soon as they entered the trees. Overhead, the foilage was woven together in a thick mat, with dripping moss hanging from the branches. As they scrambled to their feet, the ground squelched muddily. There seemed to be no sign of life at all . . . it was as if they had entered another world.

"Some kind of swamp . . ." Burke got to his feet, looking round. "Looks as if it goes on for miles . . ."

Virdon felt new hope. Perhaps here they could elude their pursuers until nightfall. At least they wouldn't be able to bring their horses in here.

As the thought came to him, he heard the sound of hoofs approaching the bank above them. Silently, he gestured to his companions to follow. They started to move out into the swamp.

Progress was slow, for the swamp got worse as they moved in from the edge. The mud sucked at their feet, and where they could find solid ground, lush grass and marsh-plants, slippery and slick in the wet, were almost as dangerous as the swamp itself. Pools of dark, standing water had to be gone round, and they had to force their way through thick walls of undergrowth.

But as they had started out, Virdon had seen the gorillas sliding down the bank behind them. The pursuit would continue, even here. They had to keep moving . . .

"Look! Up ahead!" The two astronauts turned to look as Galen pointed. Through the undergrowth they could see an earthen bank, rising a couple of feet out of the swamp, like a natural dike dividing one part of the swamp from the other. After five minutes of scrambling through the roots and mud, they clambered onto it.

It was almost like a man-made path, stretching off into the heart of the swamp. But natural or not, it allowed them an easy way of moving through the morass. They set off at the run . . .

A little further along the path, it opened up into a small clearing, a tiny island of solid ground in the middle of the marsh. Virdon paused, uneasy. Somehow, he sensed danger here, more than merely the perils of the swamp. He looked round . . .

And saw two gorillas scramble up out of the swamp, onto the pathway behind them, raising rifles to their shoulders. There was no time to consider how they had got there; the only thing to do was flee . . .

"Run for it! It's a trap!" Virdon started off across the clearing. Burke and Galen, recovering from their shock, followed him as the two guns boomed, rending the silence of the swamp.

But then, movement erupted in the trees. The thick foliage rustled, twigs snapped, moss slithered and fell. And amongst that shower of debris, gorilla soldiers leapt down, all round the edge of the clearing, surrounding the fugitives. Then they scrambled forward, drawing the circle tighter round their prey.

Virdon, slightly ahead of his companions, kept on running. If they could just break through . . . even so, slowed by the swamp, they would be easy targets for the gorillas' rifles. But it had to be tried . . .

The apes must have been expecting them to give up quietly, for the gorilla in front of him seemed too surprised to bring his gun into play. Virdon leaped at him, legs extended, felt a satisfying thud as his feet thundered against the soldier's ribs. The ape tumbled backwards, gasping for breath. As Virdon got to his feet, he saw Pete Burke throw a punch at another gorilla. Galen, being a chimp and unused to fighting, was trying to squeeze through the melee without getting involved.

A rifle butt smashed into the small of Virdon's back. Gasping with pain, he fell, rolling over to see a gorilla diving on top of him. Managing to scramble halfway clear, he threw a punch which glanced off the ape's shoulder. Virdon managed to shove his attacker away.

And found a rifle pointed directly into his face. He let himself fall back on the ground. There was no point in arguing with that . . .

More gorillas closed in round him. For him, at least, the long chase was over. When he turned his head, he saw Burke and Galen similarly surrounded. That was it then. Resignedly, he raised his hands. A gorilla pulled a rope round his wrists, pulled it till it cut into his wrists, then knotted it hard. Another rope went round his ankles . . .

"What next?" asked Burke, wearily, when they had all been tied and moved together, under the watchful eye of several gorillas

"Next is Urko, I guess . . ." replied Virdon, examining the ropes. "They must have had the whole thing planned . . . playing us out for two days like hounds after a fox, waiting for us to tire and then directing us straight into the swamp, where they were waiting . . . You've got to hand it to Urko. He may be a gorilla, but he's as wily as a pole-cat . . ."

"If we get taken back to Central City," Galen began, "Zaius might listen to me. Perhaps I can persuade him to keep us alive . . . at least for a

while . . ."

"Are you kidding? We might start for Central City, but you can bet your life we'll never get there. Urko will see to that . . ." Burke shook his head, despairing. It seemed there was nothing they could do but wait . . .

Sure enough, Urko arrived soon afterwards, bringing with him two more gorillas. They rode in along the causeway, which obviously extended up the edge of the swamp at some point.

By now the light was fading rapidly. There would be no movement until dawn. Even with the causeway, the danger of slipping off and falling into the swamp in the dark was too great. Urko said nothing to his captives, merely glaring at them once, before seeing about setting up camp for the night.

The apes tried briefly to light a fire, but the swamp wood was too wet to catch. That was one slight advantage, thought Virdon. If they could get free of their ropes, the darkness would cover their escape. Even so, the swamp would be horrifyingly dangerous . . .

Time passed slowly as the night drew on. The moon rose, but its pale light hardly penetrated the swamp's thick screen of trees. Turning his back to the guard, Virdon furtively twisted away at his ropes.

There was no way of figuring out the time, but Virdon thought it must have been gone three in the morning before their guard fell into a doze. In the gloom, he could see no other signs of movement in the camp. Silently, he shuffled closer to Burke, who was also waiting, sleepless.

Virdon started to pick at the knots round his companion's wrists, but his fingers had gone rubbery and numb. The ropes had at least partly cut off the circulation to his hands, and it was like

*Continued on page 78*

*A fist slammed into a gorilla's face, sending him sprawling in the slimey undergrowth.*

*Continued from page 77*

trying to pick up separate grains of sand with thick gloves on. Shuffling a little closer, he bent forward and started tearing at the ropes with his teeth.

Another hour passed in silent, painful effort. The guard stirred occasionally, but fortunately did not wake. At last, he felt the knot start to loosen . . .

A few more minutes work, and the knot came undone. Burke wriggled loose, then spent a few seconds massaging life back into his fingers before turning to Virdon's bindings. Still the guard nodded on, unnoticing.

At last the three captives freed themselves. As they rubbed their hands and feet, getting the blood flowing again, Virdon noticed a faint glow in the Eastern sky. He had misjudged the time . . . dawn was starting to break.

They got to their feet slowly . . . and the guard rolled over, raising a hand to his head. They couldn't take the chance. Burke raised a fist and hit him, then hit him again. The gorilla lay still . . .

Still feeling the effects of the ropes, they hobbled silently out of the clearing, scrambling away between the trees . . .

The marshy undergrowth was thicker on this side of the clearing, and it took them ten minutes to pick their way through twenty five yards. It was too slow, Virdon knew. The sky was lightening every moment, and soon there would be movement in the apes' camp. They still had a long way to go before they were out of sight . . .

Now, as the air slowly warmed up, a thin mist started to rise from the swamp. Virdon's hopes began to rise too . . . perhaps this would screen their escape after all.

But after a few minutes, he saw that it was not to be. The mist rose no higher than waist level, then lay heavily, covering everything. More a hindrance than a help, it made every step uncertain, every move forward a possible death trap. Their progress slowed even more.

There was no way of knowing what happened when the apes first woke, or what was the fate of the gorilla who had supposedly been guarding them. But the sounds of uproar carried through the still swamp air loudly, too loudly for Virdon's comfort. He could hear Urko shouting orders, and knew that the chase would soon be on again.

They had only one advantage. Urko would have no way of knowing in which direction they had gone, so the entire body of apes would have to split up to start the search. That way, if they were found, at least the numbers might be equal. They floundered on through the mist, slipping and sliding on wet roots and slick marsh-grass.

Looking behind, Virdon's blood ran cold. Four apes were catching them up fast, and he could see that the leader was Urko. He tapped Burke and Galen on their shoulders, motioning them silently to look round.

"They haven't seen us yet . . ." he whispered. "Keep low and quiet . . . the mist might hide us until they're gone."

If Urko and his troops kept going in the same direction they would pass by on one side. Silently, Virdon motioned the others to set off on a different tack, but his eyes were drawn back to the apes, fascinated. Though they had long ago stopped clambering about in the trees, the apes retained a native skill which carried them swiftly through the swamp, using the tree branches as support, the tree trunks themselves as markers showing where solid ground was most likely to be. In a straight chase through the swamp, the fugitives would have no chance.

His train of thought was suddenly interrupted by the sound of a splash.

"Alan! Pete! Help!" It was Galen, who had stumbled suddenly, only to feel his legs start to sink into the swamp. Behind them, Virdon heard a rifle boom through the still air. They had been spotted, and the signal would bring all the other apes at the run.

"I-I'm sorry," Galen began, as they moved forward to take his arms. "It just sort of slipped out before I thought I might be heard. I guess I panicked . . ."

But there was no time for arguments now, even if Virdon had wanted to put the blame on anyone. It was just an accident, nothing more. He and Burke pulled Galen free of the mud.

"That smell . . ." Galen gasped, as the swamp slopped noisily.

"Marsh gas . . . we used to call it methane!" Burke said. "But there's no time to worry about that . . . we've got to get moving . . ."

"No, Pete, wait . . . I've got an idea! If we had a light . . ." Virdon's mind raced.

"Oh, sure, Alan . . . and if we had an atomic bomb . . . come on, let's move!"

"I've got a light . . . " Galen surprised them both, as he reached into his jacket. "I picked up a tinder box in the last village . . . if it hasn't got wet . . . here it is!"

Urko and his followers were getting closer and closer all the time. It all depended on whether they were going for a kill or a capture. If they started sniping from long range, they might as well forget all about it . . .

"Get round the other side of the pool," Virdon yelled. "Pete, try and find a branch or something . . . anything long enough to stir up the pool. Galen, get that tinder box going!"

"Give up, renegades!" Urko was getting too close for comfort. "You can't escape now . . ."

But they couldn't let that worry them now. Virdon tore a strip from his shirt, praying that it hadn't got too damp in the chase. Galen had the tinder glowing, and after a second, got the piece of cloth to light. Burke stood ready with a branch . . . and Urko had almost reached the other side of the pool.

"Now! stir it up, Pete . . ." Virdon held the burning cloth ready. "Get behind us, Galen, and cover your head . . ."

Urko stood on the other side of the pool, hesitating, while the other gorillas paused a little way behind him. Virdon judged that Burke had stirred up enough of the marsh gas, and threw the burning strip into the heart of it . . .

All at once, the marsh-gas caught fire, and a sheet of flame enveloped the pool. The soldiers turned and started to flee, but a wave of hot air, expanding after the explosion, hit Urko, unbalancing him. He tottered, then fell forward, into the pool . . .

Urko floundered and struggled, but the bog closed round his legs, beginning to suck him down. Galen, stunned by the unexpected explosion, turned toward their fast vanishing foe.

"We can't leave him to drown, Alan!" said Galen. "After all, he is an ape, no matter what he's done . . ."

Virdon looked at Galen, and saw he was serious. Burke looked upwards, unbelievingly. They turned to Urko.

"Urko! Give us your word that you'll let us go free and we'll pull you out!"

"No! Never!" Urko struggled some more, but finally saw it was no good. The water was up to his chest, and he was still being sucked down. "All right! You have my word! Pull me out . . ."

Reluctantly, Burke extended the branch. His hands slipping slightly, Urko caught hold, and the three fugitives strained together, heaving their arch-enemy from the jaws of death.

At last, Urko lay on the bank, covered in slime and gasping for breath. The gorillas were returning now. One of them raised his rifle, aimed, and prepared to pull the trigger.

"No!" Urko's voice rang through the stillness. "I've given my word! They mustn't be harmed!"

Confused, the gorilla lowered his gun. Urko turned back to his rescuers, his beady little eyes full of venom.

"My word, humans! You can go . . . but when the sun is overhead, I'll start the hunt again . . ."

"That's a good deal?" Burke said in disbelief.

But Virdon knew it was all they could hope for. He turned, leading the others away through the swamp. The mist was beginning to lift, and the trees looked as if they might thin out further ahead.

They might just make it . . .

*Down, down the bog sucked Urko...*

Where man
once stood supreme -
now rule the apes.